THE ONLY MAGAZINE DEDICATED TO C64 GAMES

YC

C64 C128

JUNE 1990 £1.95



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EXCLUSIVE! FLIMBO'S QUEST

CUTE ATTACK

LOADS OF COMPOS

REVIEWED INSIDE:
X-OUT
HOT ROD
CLOUD KINGDOMS

FREE POSTERS FROM RAINBOW ARTS & HEWSON.

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If there's no cassette on this cover ask your Newsagent where it is!

ISSN 0269-8277

DATA

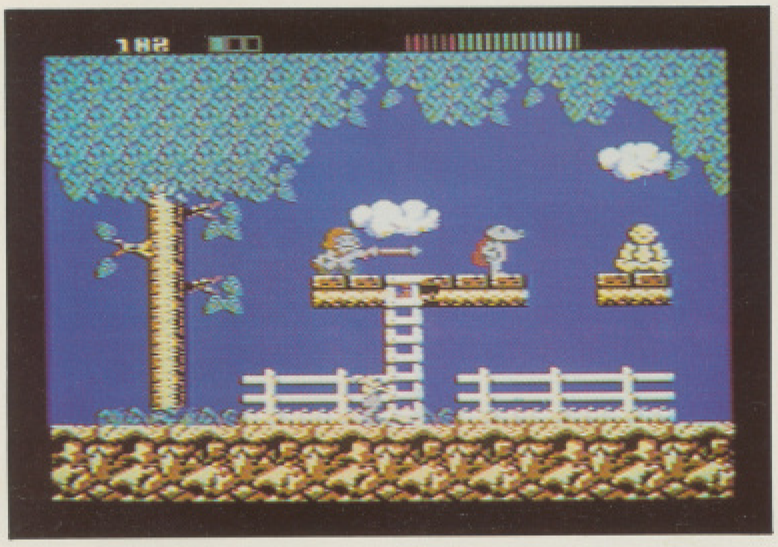




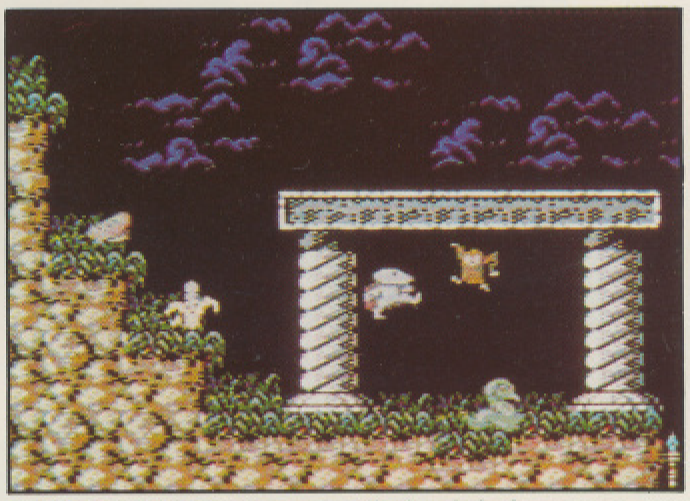
Audiogenic has signed something that has absolutely nothing to do with Emlyn Hughes, Lone Wolf or scandalous footy managers. Yep, it's signed its first arcade license.

Exterminator is the incredibly surreal arcade machine reported about in our Neon Zone column some months ago. Surreal for the fact that you are a bug exterminator who must literally squash the population of bugs that have taken over a quiet family-like neighbourhood (a neighbourhood much like your very own).

Expect it to appear on your Commy 64 sometime in the Autumn (probably).

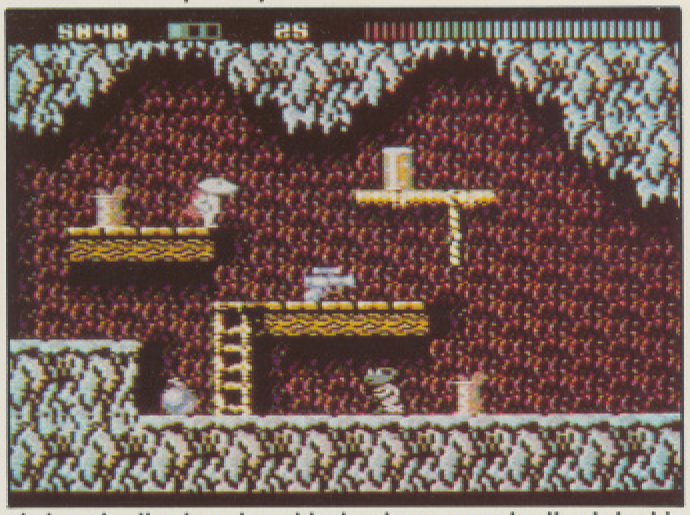


▲ What's small, furry, cute and goes splat if run over by a juggernaut? Wrong, Adrian's not small!



▲ IMPOSSAMOLE – the game that puts hair on your chest and lumps on your lawn!

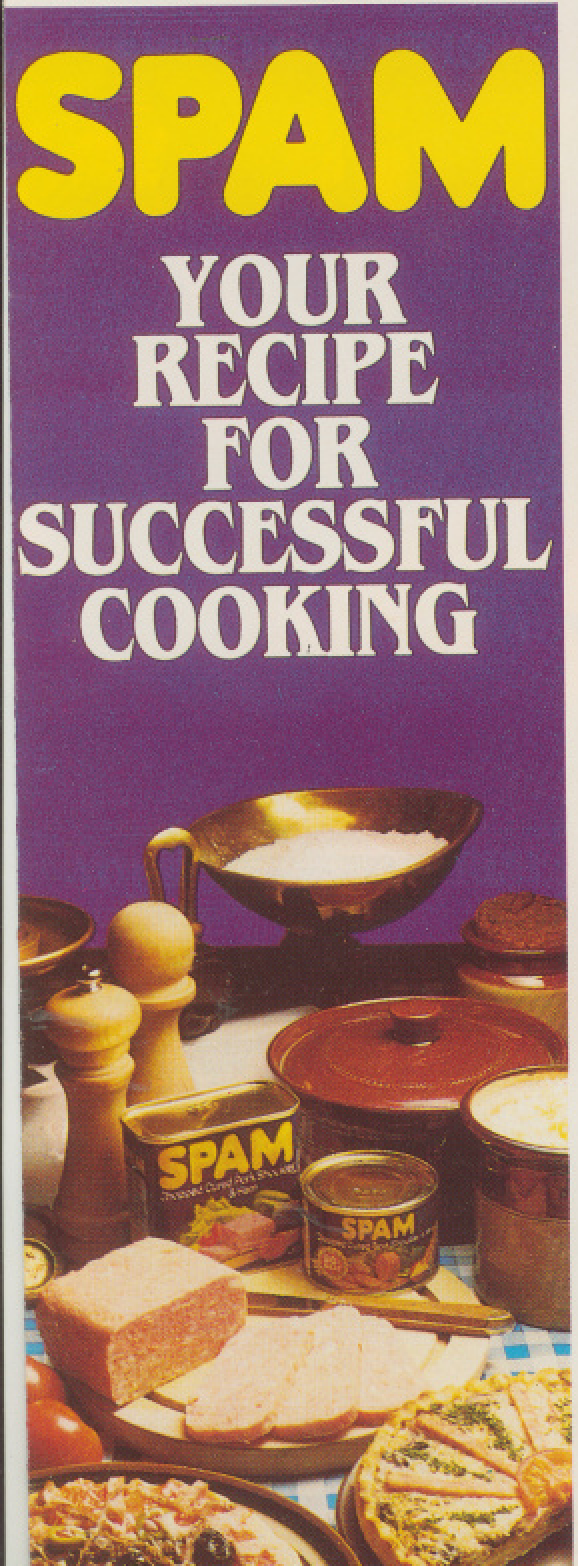


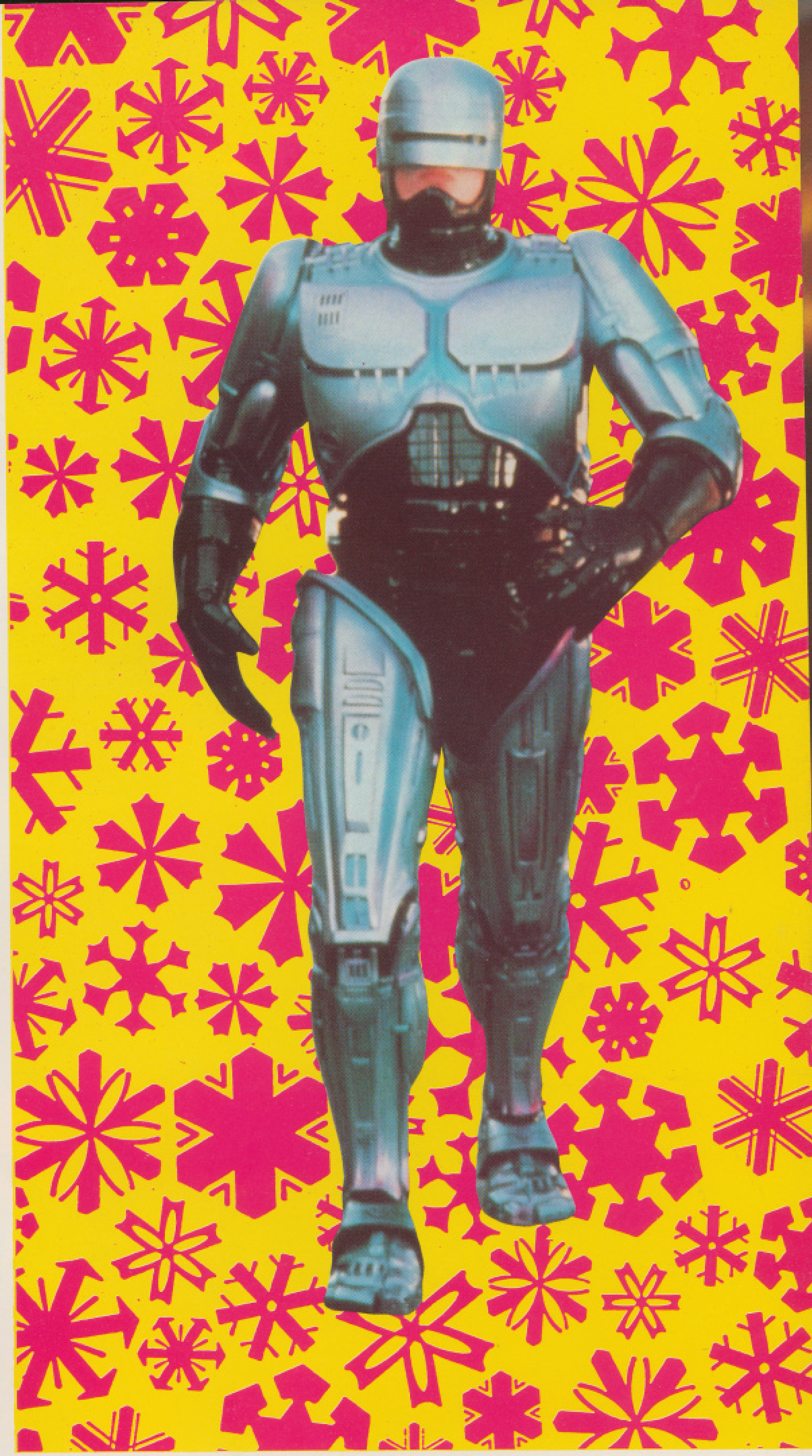


When the going gets tough , the tough get hairy. Imossamole, the latest in the Monty Mole saga!



You may have noticed that we had a bit of a spam frenzy last issue, well to sum up a craze we (on the country's only 64 dedicated mag) are offering a tin of spam to the lucky reader who can tell us what 'Spam' stands for.





Guess what I'VE read. Don't know? I've got my hands on a copy of the film script for Robocop II written by comic supremo Frank Miller, and I can exclusively reveal that the Ocean game (currently being programmed) is going to be one violent motha, mainly because the film features even MORE violence/action than the prequel.

It features not one but two robocops, and the second one (ie. NOT Murphy), has to be seen to be believed. There are some wicked fitght sequences that Ocean'll be lapping up.

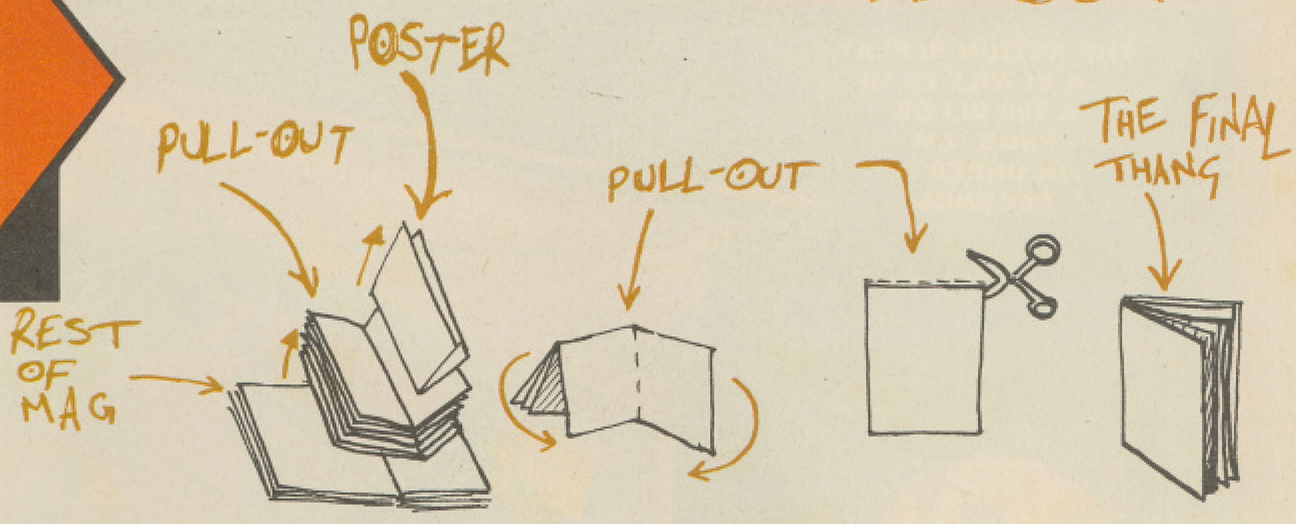



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ZZAP ITALIA 98%
ZERO HERO
97%
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"Turrican is a 90's arcade game – not to be missed. The best pure arcade blast released for the Amiga so far this year." The Games Machine
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1. PULL EVERYTHING OUT OF THE MAG!
2. FOLD PULL-OUT IN HALF. (STICK THE POSTER ON YOUR WALL!)
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AN argus SPECIALIST MAGAZINE

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June 1990
(On sale May 4)

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Cover by Cam Smith

But First This!



Here we are again, happy as could be, tum, tum, tum, tum, I've lost my sanity! Have we got a stonkingly good issue for you! Have we?

Yeeehhhh! Course we have! And would I lie to you? Not only have we got the best game reviews that a C64 mag could ever have, but there's a pull-out supplement in the middle of the mag that offers you a COMPLETE guide to football and your computer (with the World Cup just round the corner, what better time to do it?).

Of course, the rest of the mag is so stiffy you could stick it in the ground and wave a flag from it. With Ashley now performing the honours on the games front nigh on solely, you can be guaranteed that every piece of software is a new as a fresh egg.

There is also a new regular column for those of you with a bit of 'get up and go', and a fondness of rubber, called (unsurprisingly) 'Paint and Rubber' and features reviews of live roleplay and Paintball games, plus details how you can participate yourself.

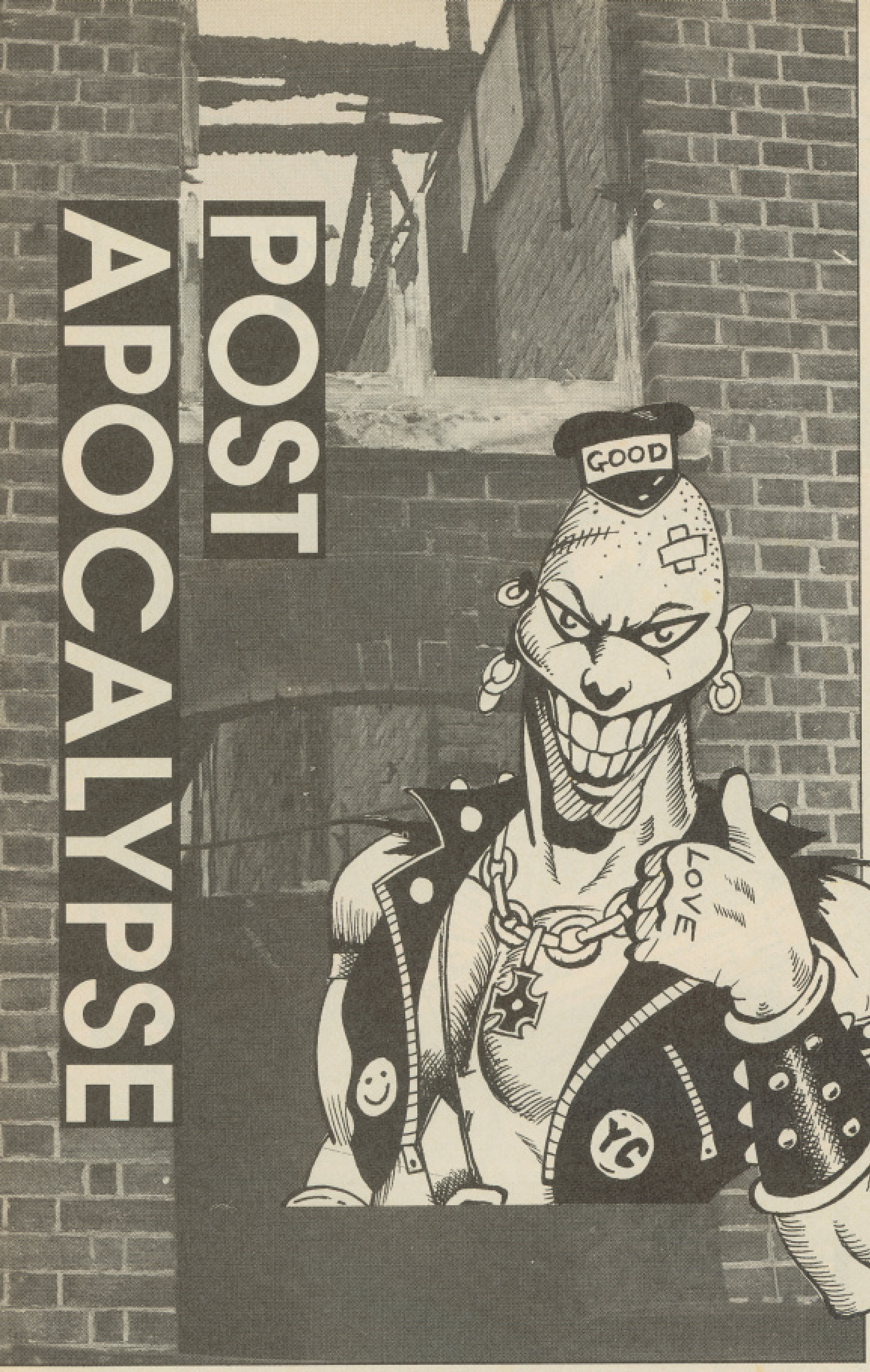
And there's yet another poster, plus a few games and a demo on the cassette, not bad for £1.95 eh?

Just one thing, I would like to thank the following very much, without whom this issue would have been very drab indeed (just like our competitors): Arsenal Football Club for the use of their ground for an hour, Olympus Sports for the loan of ten quality football shirts, and Wembley Stadium for the trannies.

Cheers.

Rik Henderson

POST APOCALYPSE



Lock up your gerbils, hide your hamsters, the postman with the mostman is here and his gun needs some serious victims. If masochist is your name and big fleshy lumps your game, then read on, read on...

SHORT BUT ABUSIVE

Oi you, rat features, I was very angry that you didn't put Hackatak in the March issue. I thought the article on Graphic Sex was brilliant.
Sohaile Hassan, Wimbledon

PA: Who are you called rat features? I hope the extra-extended 12 inch remix last issue more than compensated (I've swallowed a flaming dictionary). Even better stuff is coming up though, read the rest of this ish to find out what.

DATEL DREAMS

Glad to see the magazine's getting better, loads of reviews and all that, plenty of tips. But!! No adventure section, there's a lot of us out here waiting for a good adventure section for reviews, tips, help, etc.

Having got all that off my chest, I bought an Action Replay Mk VI Cartridge from Datel Electronics via an advertisement in YC. I had it about a week and one morning when I inserted the cartridge the computer hung up with no keyboard control. I phoned Datel's technical department and they suggested that I should clean the motherboard on my C64.

After doing this the cartridge has worked perfectly ever since. I would recommend the A/R Mk VI to anyone, especially those like me who are a bit dubious of mail order. Datel is good to its word and I can't imagine how I managed without the Mk VI as it adds another dimension to the C64.

Even games with no pause facility can be paused using the screen edit function. Could you please give my thanks to the gentlemen at Datel who answered my query for their excellent service. It's nice to say something good about a firm instead of complaining about shoddy goods, bad service, etc. Thank you.
Lee Murdie, Northumberland

PA: It's good to see somebody other than the YC lads that appreciates a good service when they see one. The Datel gents work hard, and they deserve any praise which is aimed in their direction.

We do have an adventure column, it's not quite as regular as ya might wish for though.

NO WORRIES

I recently bought my first issue of YC (the March edition), due to the fact that my favourite ever mag, CU, has now become totally Amiga. The only problem I have with your mag is that it doesn't have enough colour. I also have these questions:
1. Will you ever cover the Amiga (I

certainly hope not)?
2. Who the hell does Rik Henderson think he is?
3. Are you going to have a comic strip?
4. Are you on drugs?
Paul Mullard, Northampton

PA: 1. Nope, never, not on your nelly, would we lie to you guv! 2. The Archbishop of Stratford-Upon-Bognor! 3. Several mate. One of which is already around! 4. Nope, but I'm rather partial to Jelly Tots!

GASP!!!

Yo Posty!

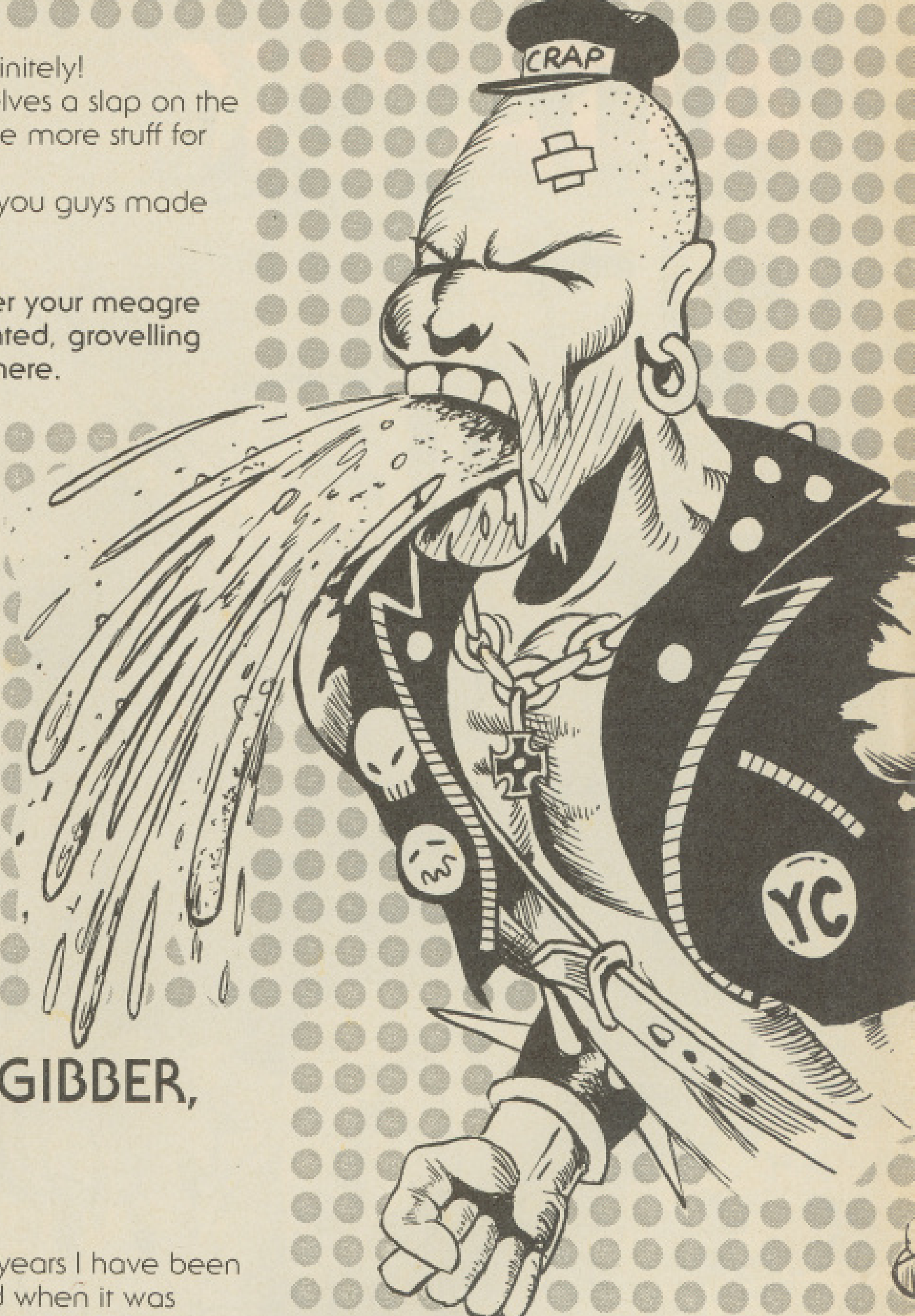
What an ultra cool mag you've got. I goes down to my local newsagents and I see a strange looking magazine with a tape on the front. Wow... What is this? So I decides to buy it and, well, I am completely blown away by the whole shabang. Not only is it solely 64, but it also has all the main features of other leading magazines.

After reading every possible word in YC the first I think is, hold it! This has a lot of potential, I give YC 3 months to become one of the best magazines available. All I can say is, CU, Zzap and C+VG, watch it, there's a new mag in town, it's called Robo-YC.

Anyway, after all this heeavy grovelling, I ask you one meagre favour, and that is for my letter to be printed so that my name will be immortalised into the pages of the magazine of the future.
Mark Smith, Nabal, South Africa

PS. I hope you can acknowledge my suggestions:
1) More colour (or colour on the major reviews and features)
2) Adventure helpline like other mags.
3) Larger Hackatak and Neon Zone.
4) Compos for us overseas readers (I get your magazines one month late).
5) High quality games on tape.
And 6) Not to introduce Amiga games or anything else, because there is far too much coverage for that overgrown microchip.
And, 7) Up-to-date charts so we can see 'what's where'!
PPS. YC rules, definitely!
PPPS. Give yourselves a slap on the back and give me more stuff for my money.
PPPPS Boy, have you guys made my day or what?

PA: Mark, consider your meagre favour to be granted, grovelling gets you everywhere.



GIBBER, GIBBER, BLAAAH!

For a number of years I have been buying YC as and when it was available in the bookshops.

During this period your magazine improved so much that last October, with the introduction of series on the +4 computer, I would have put YC at the top of the computer magazine sales list. With these thoughts in mind I decided to take out a regular subscription and consequently sent off my cheque for twelve months subs.

After two telephone calls to your distribution office, at my expense, I finally received the 1st edition a few days ago.

At this point words fail me, I can only assume that the editor of YC has gone completely raving mad or maybe he is suffering from some kind of senile decay, because the drivel contained within the covers of YC cannot be the product of the same mind that turned out such brilliant stuff two months ago!

Please do not, repeat not, send any more editions to my address. Regards the balance of my subscription, you can use it to obtain medical help for the editor.

H. Dunn, Warrington

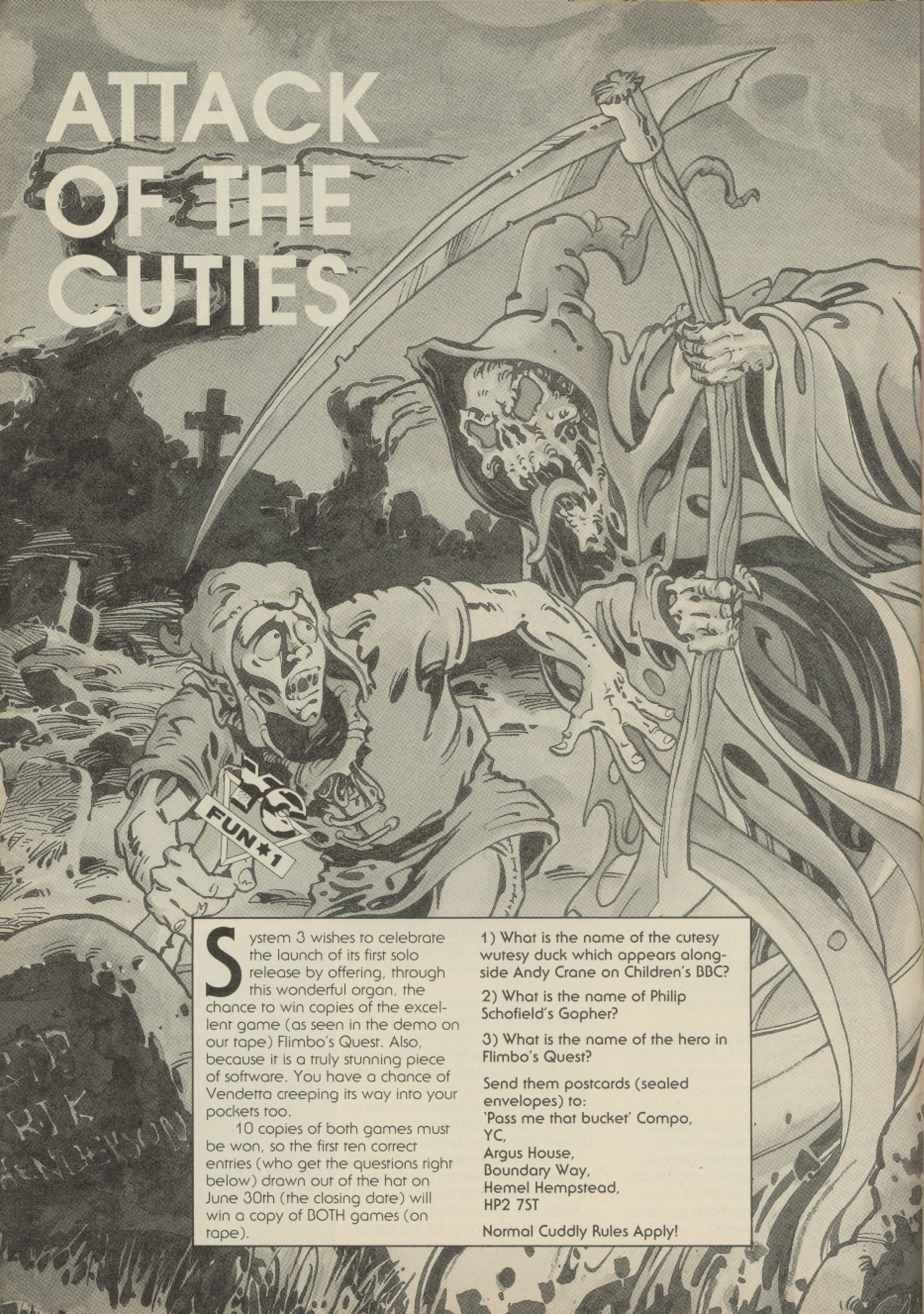
PA: Consider it dunn, Rik's been in need of some serious help for years. Once his brain is straight though, I think you'd better watch that he doesn't tell you where to stick your money.

On dat highly abusive note I reckon I'd better sign off (I may be hard, but Rik is carbon) and I'll leave you wiv this joke. What do you call a rabbit that tries to cross the M25 with a hat and socks on? Dead!

If you want to contact ol posty himself (God only knows why) write to:

POST APOCALYPSE
INSIDE RIK'S HEAD
YC
ARGUS HOUSE
BOUNDARY WAY
HEMEL HEMPSTEAD
HP2 7ST

ATTACK OF THE CUTIES



System 3 wishes to celebrate the launch of its first solo release by offering, through this wonderful organ, the chance to win copies of the excellent game (as seen in the demo on our tape) Flimbo's Quest. Also, because it is a truly stunning piece of software. You have a chance of Vendetta creeping its way into your pockets too.

10 copies of both games must be won, so the first ten correct entries (who get the questions right below) drawn out of the hat on June 30th (the closing date) will win a copy of BOTH games (on tape).

1) What is the name of the cutesy wutesy duck which appears alongside Andy Crane on Children's BBC?

2) What is the name of Philip Schofield's Gopher?

3) What is the name of the hero in Flimbo's Quest?

Send them postcards (sealed envelopes) to:
'Pass me that bucket' Compo,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST

Normal Cuddly Rules Apply!


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ST Action
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Commodore User Screenstar
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Apple Macintosh
Archimedes
Pipe Mania
Zero March 1990 92%
"Buy this game and you may never sleep again"
The Games Machine Star Player Award 83%
"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"
Zzap Sizzler
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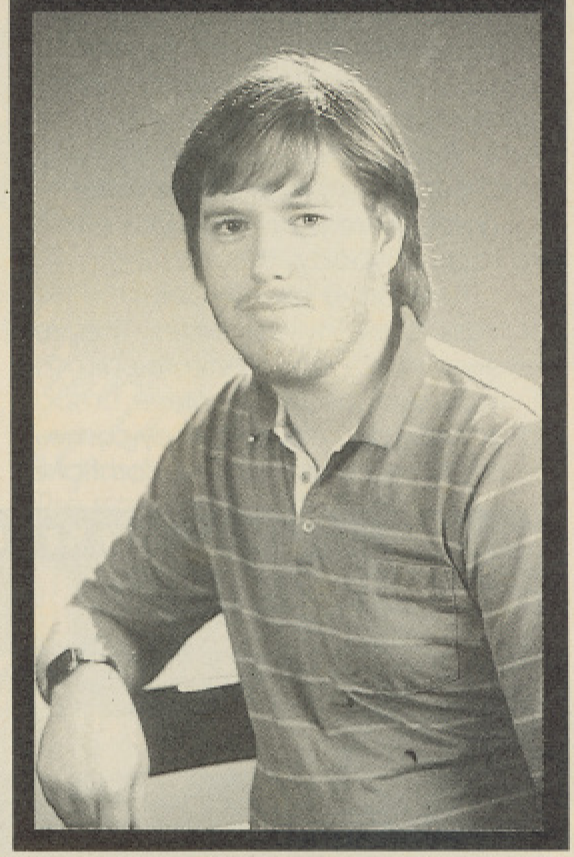
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A BUITER--FUL GAME





In the first of his regular reports from countries afar, **Paul Rigby** speaks to Karl Buiter, programmer of Sentinel Worlds 1.

Mayday, Mayday, Caldorre do you receive? This is the transport barge "New Moon" out of Norjaenn town. We have been attacked (...) like nothing we've ever seen (...) out of nowhere (...) losing fuel, hurry Caldoore we're sitting ducks out here. Mayday, Mayday (...) Oh No – Oh my God. They're coming back." (end of transmission).

Karl Buiter has a fascination for space. His first commercial release, EOS (Earth Orbit Station) was never seen over here, although it was released for the C64. The game followed NASA's plans for the next 50 years of space exploration. His inspiration for EOS, and ultimately Sentinel Worlds, was the film 2001: A Space Odyssey. Now I don't know about you, but this film foxed me sideways. Karl understood it, (I'll have to ask to tell me what it's about, sometime) and it became, along with movies like the Star Wars Trilogy, the catalyst for a career in games programming. As Karl says himself"

"It's something that I'm starting to specialise in. Being involved in one topic you become expert in it. Naturally you become involved in the next project in the same area as it's easier to make that jump.'

The actual idea for Sentinel Worlds (from which the leading paragraph comes from), came from a book Karl was writing at the time. The plot was re-used for the design of a table-top RPG. So after EOS was finished it proved tempting for Karl to utilise the story for the basis of Sentinel Worlds. The plot was highly modified, mind you, as many additions and changes were made while basic ideas such as place names and characters were kept.

"The intent of Sentinel Worlds was to follow the concept of the re-discovery of magic".

This merging of the D&D and the science fiction world is an intriguing concept but scattered with many pitfalls that Karl has, largely managed to avoid with great aplomb. When Sentinel Worlds appeared there were scattered comments about the underlying similarity between it and Electronic Art's Starflight.

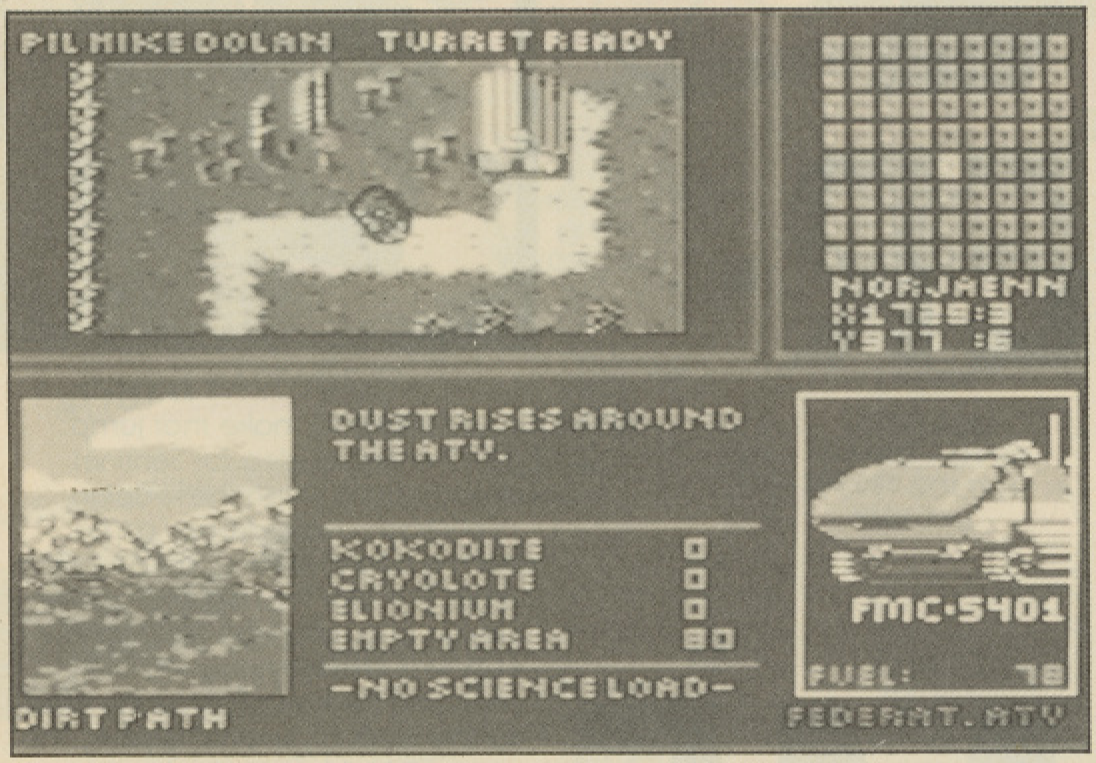
"I think there's some natural similarities. But it's almost like comparing two Dungeon and Dragon-type games. There's obviously going to be similarities in character development, what they can do, etc. With regard to combat, I took a different approach as I went for real-time action, a faster dog-fight type of mode rather than a slow strategic approach that Starflight took. Other similarities may have come from

the fact that the producer of both products was the same – Joe Ybarra. Although he doesn't get a whole lot of credit he is the bounceboard for ideas. So it's likely that the same philosophies will appear. There is no conscious effort to copy anybody, though."

There have always been fantasy role-playing games. They're everywhere! From the States, Europe and the UK. Single character, party-based, they come in big boxes, small boxes, cornflake boxes... So was there a need for a SF RPG to try to resurrect some form of balance? Maybe offer some form of choice?

"Computers and science-fiction go hand in hand. You'll find the same kind of crowds. I think there was a need – I think there still is a need. I think with my next product I'll address more of that need of true science fiction-type games. Has anybody really addressed the true science fiction audience? People who read Asimov and those kind of books. There has been a lot of effort to create games which star an evil antagonist. But in the true science fiction sense there isn't always that evil antagonist. Rather there is some sort of problem which involves technology or which involves science and technology in the plot. As an industry as a whole, science fiction is, largely, an untapped market."

By 'technology' Karl means that the story involves it to a high degree. Not just introducing technology by using objects but the concept that, without technology, the story does not exist. I think we're talking heavy SF book-type plots here. If that is the case, great! We could do with some originality in the RPG scene. Karl wants to increase the involvement of characters in his future work. The use of interaction, for example. This would be to the detriment of combat of course – well something's got to go. However some combat will stay. As Karl says "it's got to be a game". There must be an element of action to spur the adrenalin. However, too many RPGs rely on combat to see the player through the plot. This form of game is generally the product of a barren imagination. I've played too many RPGs of this nature and, generally, they bore me stiff. Yes, even killing gets boring after a while. Another head blown off? Yawn. Is this the genre that Karl wishes to distance himself from.



▲There's a little house on the prairie, and if I see that little girl with the pigtails, I'm gonna pull 'em off!

Returning to Sentinel Worlds, for a sec., I was most impressed with the game. However, no game is perfect, so now was the time to get all of those pent-up troubles off my chest. Who better to discuss them with than the author. One of the character attributes, in Sentinel Worlds, is Charisma. My query was, "does it do anything?" – it didn't seem to matter if this attribute was high or low. A bug or an unused section of the game or what?

"It's very subtle. It extends the length of conversation that you may have with each individual. It's something which is hard to analyse through direct tests. So a low charisma would produce a shorter conversation. Part of the fault may be that the conversation trees were not as deep. It's possible people got what they wanted out of the conversation real early on so Charisma didn't play a part."

Another nagging trouble I had was with some of the outdoor sequences, journeying in the ATV, for example. I thought that some of the trips were a little bit long and tedious. A similar drawback appeared when you were on a planet and you tried to lead your team through corridors and so on. I found it time consuming manoeuvring each character around obstacles.

"At the time I thought it was somewhat important. I was looking at it from a designer, instead of a player, point of view. That everything has to be in scale. Planets have to be huge, realistic in size. I was thinking that a RPG was a realistic simulation of the world. My next game will have smaller planets. Challenges will be more intellectual, they won't be oversized. In fact my philosophy has changed quite a bit since Sentinel Worlds."

Right, after that criticism, I did think that the interaction was well done. How was it developed?

"I was not overly impressed by the yes/no query system seen in many games. I wanted to have much more of a conversation system. When you look at that you realise that a conversation is just a set of possible questions and another set of possible answers. Once you pass through one answer, that answer's going to lead to another set of questions. Forming a natural tree system, using a set of paths which lead to another set of paths."

One of the most enjoyable aspects of this interaction system is the atmosphere. Development of characters is a most important and often overlooked feature of RPGs. Sentinel Worlds makes an effort to inject some much needed atmosphere. This atmosphere is even more essential in a scenario which is, by default, so vast. Karl said that his next game will have an advanced conversation tree. In fact, he described it more as a network where you can go down a conversation path, come straight back up again and so on as you

don't have to follow a set structure.

Piracy is a big problem, as I'm sure you know. Many companies have a variety of "solutions" to the dilemma. Karl, instead of introducing a codewheel system favoured by many other Electronic Arts programs, decided to have a paragraph book (also seen in Wasteland, for example). The theory being that the game would prompt you, at certain times, to read a section of the booklet provided. As well has having a certain amount of protection to the game it also gives the perfect opportunity to.

"...write a lot of text! Every time you write a word you lose five or six bytes. So I thought, right,I can't develop the conversation and get involved with the story. So the paragraph scheme also provides a benefit to the player. I think it's a lot more interesting than a codewheel and so on.

"I also like the graphics in Sentinel Worlds. These were done by a freelance artist called Mike Kisaka whose past work includes Skate or Die. What control does an author have over the graphics? As Karl created the gameworld he must have a good idea of what his characters should look like. So what sort of communication took place between author and artist?

"I created a description of each picture, what I wanted to show, what kind of person is he/she and so on. He was working mostly on his own though, working from those descriptions."

As far as the music is concerned? Well, our Karl is a closet Phil Collins. Bit of a whiz on the tracks. Dave produced an overall track which worked well with his technology.

"The technology required a certain amount of timing using instruments that had very long or short lengths. So you get the effect of more than one instrument playing at the same time. What it really amounts to, though, is mirrors – in whch you have a melody and then you pop in short drum beats. It works well. I've an interst in music. Definitely in the future I'll be doing quite a bit of the background on the next product."

Looking back (ah, nostalgia), I asked Karl if, at the time of coding, he wished he had included certain features that never made it into the game, or enhanced features that were included.

"I wish I"d spent more time with the magic system. That should have been a lot more developed. I wish I'd spent more time with the ending of the game. The magic combat part of it could have been more evolved. It still works well but I'm just a perfectionist in that respect."

Right, Karl's been referring to it throughout the interview, dropping a fact here and there –what about this new game, then? Is it a Sentinel Worlds sequel or a totally new product.

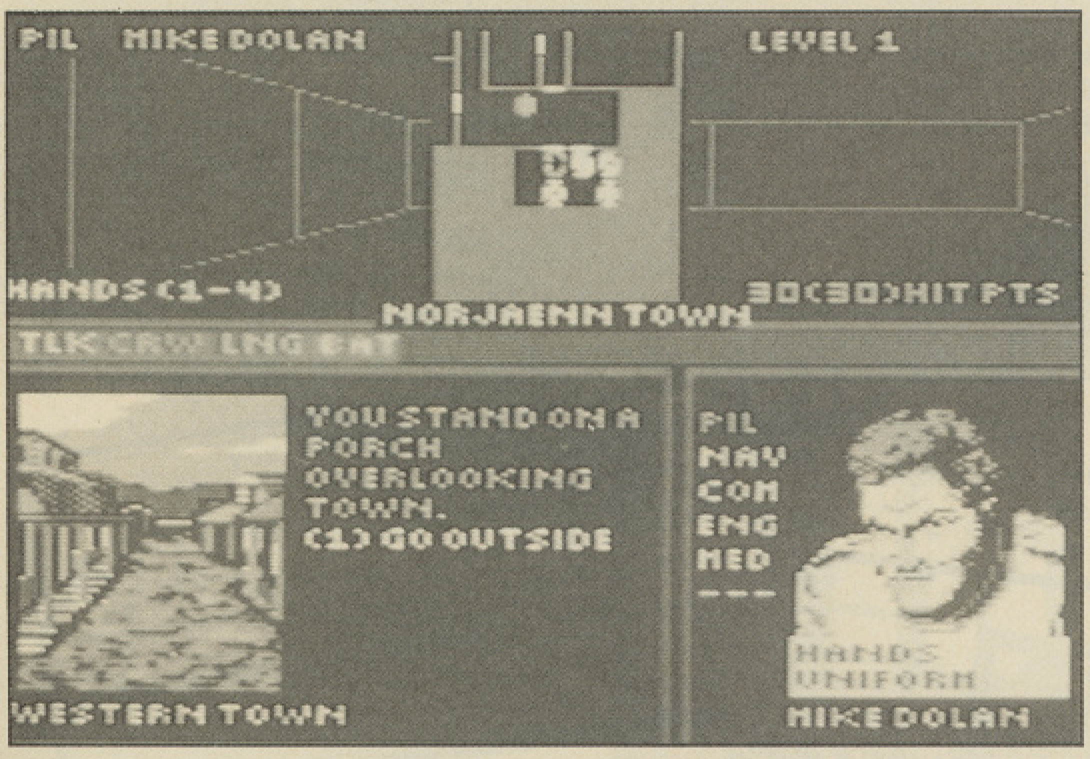
"Originally, it was Sentinel Worlds 2. It is a science fiction game. It will have the same sort of system as Sentinel Worlds but a much more pure variation of science fiction. Incorporating many other philosophies I've learned in the last year. Whether or not we'll continue the actual storyline of Sentinel Worlds 1 has to be explored and is still under consideration. Although this new game is a stand-alone product, everyone who has played Sentinel Worlds 1 will recognise the game. The story line is a lot more science fiction and doesn't involve magic."

So what's it all about (Alfie?).

"What's it about, (there then followed an extended silence that inlcuded lots of thinking noises). Well, I can tell you much more of what the game has within it, without giving too much away. There's much more of a conscious effort at creating a storyline without an evil antagonist. Actually, there is one and poeple will find it menacing. But the resoltuion of the problem is not handled through killing, rather through technology and science.

"There is, however, a secondary storyline with a traditional evil antagonist. There was going to be aliens in the game, who will have their own personalities and culture. There is also a number of smaller plots to give people an intermission from the major plot. These 'quests' are not the 'collect ten pieces of a stick' type problems. There are more involved in what the character does as an occupation. The main mission can be solved without any reference to these sub-missions. The overall game is by no means linear. You can take any number of directions. The game is not really any bigger than Sentinel Worlds. It relies more on quality rather than quantity."

Ah, quality. A word not often used in the software industry. Sentinel Worlds, while by no means perfect, has got a high level of quality to it as well as addictiveness that draws you back again and again. Karl's new project is an exciting prospect. The pure science theory he proposes is very intriguing, especially if you combine this with a high degree of character development. If all is well, we should see a highly original, in-depth game. One thing's for sure though, it'll have a funky background beat to it!



▲ I don't like the look of his face. I'm gonna smash him up with a baseball bat. Oh, it's a mirror!

WORLD CHAMPIONSHIP BOXING MANAGER

Supplier: Goliath Games
Price: £9.99 (Cass) £14.99 (Disk)

You've been a football manager, a hockey coach, a pony trap driver, a deep sea research agent, the owner of a flea circus (all before breakfast) and now a boxing manager. You have the onerous task of choosing an up and coming boxer and turning him into a star. This may happen in real life – after all, Tyson was beaten by an unknown – but even if it doesn't, you can make it happen on your 64.

To start with you have to sign in. Then you are faced with as motely a crew of hopeful youngsters that any real manager has ever had to choose from. They will want to negotiate their contracts on the spot though as new hopefuls you can probably take advantage of them at first. The contract consists of a minimum world ranking, minimum number of bouts and average percentage of purse for the following year. This contract is reviewed each year and as a fighter gains experience the negotiations will become more and more fierce.

Once you've got your troop of merry men you can start fulfilling their contracts by setting up some bouts. Grab the phone and a list of other managers will be displayed. Each one has five fighters in his camp of various placings in the world. You can arrange a fight between one of his fighters and one of yours but if the fight is mismatched he won't agree to it. Once a potential fight has been agreed on then a deal over the purse has to be bargained for. If you're too greedy then he'll tell you and after three attempts he hangs up, refusing to speak to you again.

Assuming all goes well around the negotiation table you can start training schedules for your boxer. To get them to the peak of their physical condition every day will need to be carefully planned. The training methods are punch bag, sparring, ring work, road work and weight training. These all affect a different aspect of your boxer's abilities. A quick trip to the physio will give you a latest report of your fighter's strengths and weaknesses.

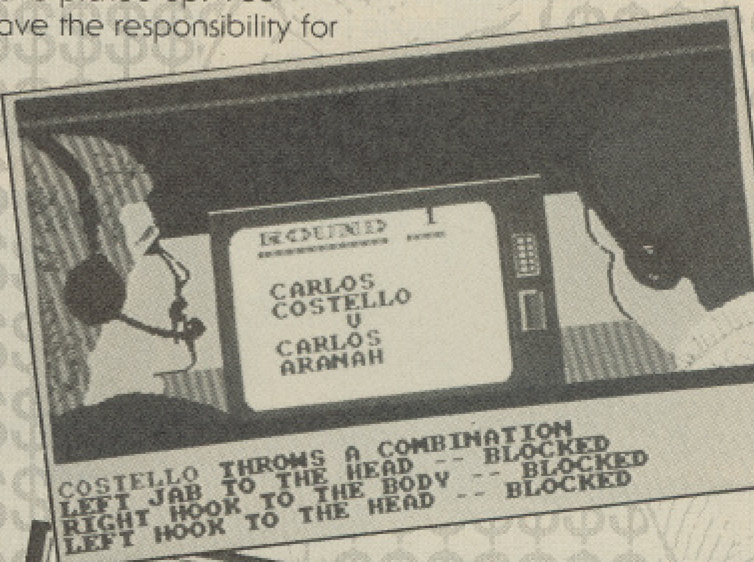
Day by day the running of the business is all down to you. If the phone rings no one else is going to answer it. Post won't open itself either. There are two boards of control for the boxing world who have to confirm the legality of each bout by post. As well as the physio and trainer there are scouts who you can assign to spy on potential opponents.

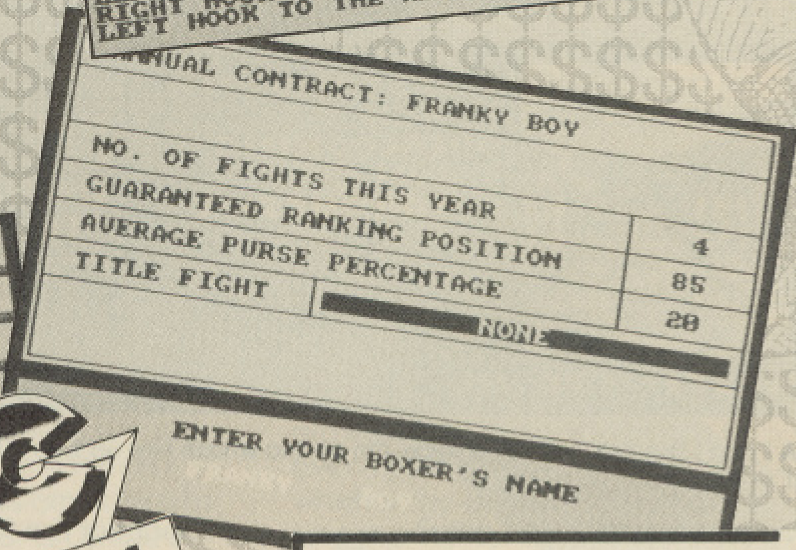
Goliath sensibly opted to use commentary instead of a graphical fight sequence and it works very nicely indeed. Between rounds your boxer's physog is displayed sporting any cuts and bruises he may have picked up. You have the responsibility for patching him up using your adrenalin, water bottle, sponge and cold iron. The commentators give a rough estimate of who's up on points but if the bout goes the distance expect to chew a few nails whilst waiting for the verdict.

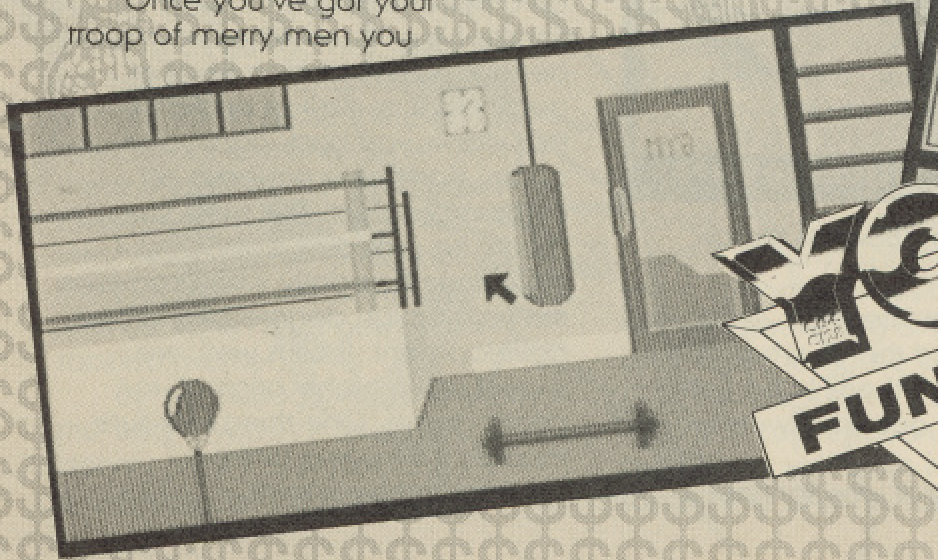
Very compulsive, dangerously addictive, refreshingly different and nicely presented.

If you like management games and don't like the added hassles of handling finances (there's none of that here), then it's an absolute must. Send a copy to Tyson. He might learn a thing or two.

ACC







FUN★1

90%



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

'F-16 Combat Pilot pulls out all the stops'
– game of the month, The Games Machine.

'The mix between action and realism is terrific'
– ACE rated 952 – Advanced Computer Entertainment.

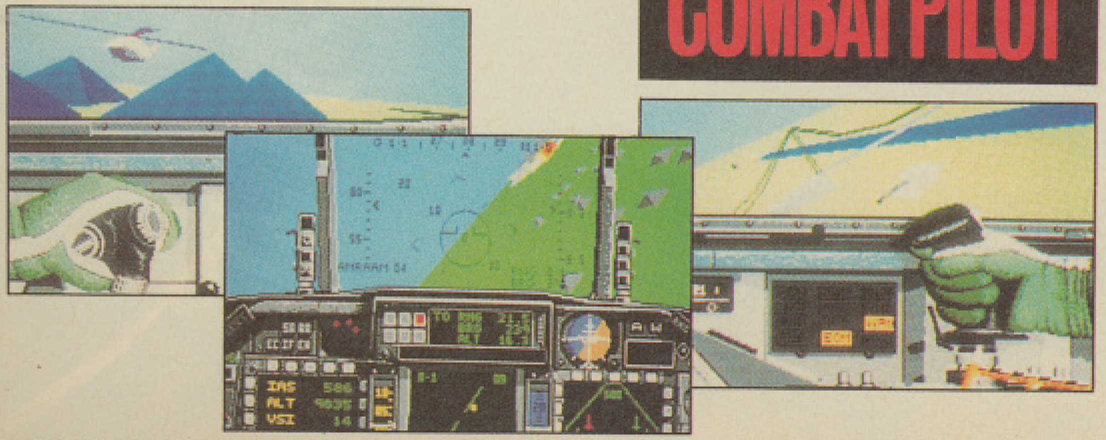
'F-16 Combat Pilot wins hands down'
– 5 star game – New Computer Express.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.



BLACK BOX SIMULATION

Digital Integration
The Real World of Simulation

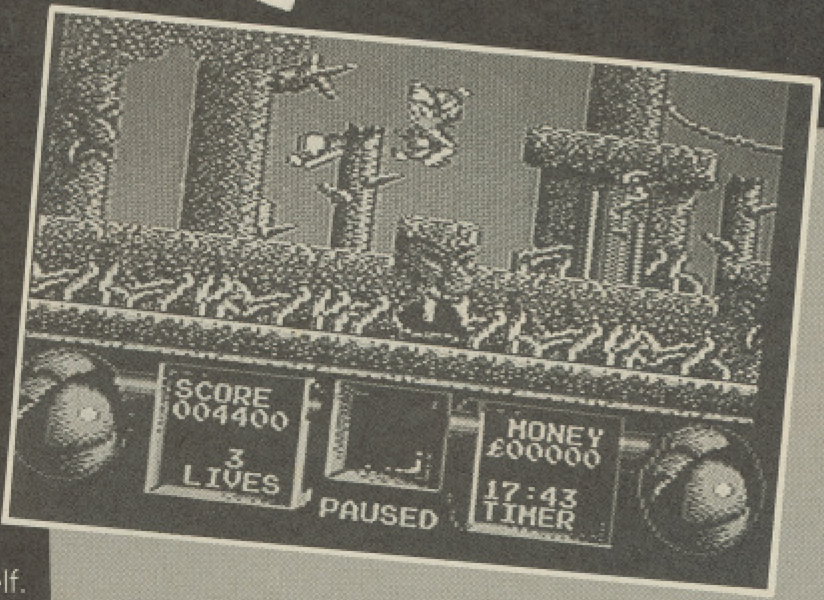
Digital Integration Limited,
Watchmoor Trade Centre,
Watchmoor Road, Camberley,
Surrey GU15 3AJ.

ATARI ST, AMIGA, IBM CGA/HERCULES, IBM EGA (available on 5.25" or 3.5" discs) £24.95 COMMODORE C64: cassette £14.95, disc £19.95.

'F-16 Combat Pilot is a milestone in C64 programming - a true achievement'
- 88% - Your Commodore.



FLIMBO



And in this age of violence, jelly tots, violence, and sex, what juicy morsel has System 3 thrown into the proverbial bowl of fruit? A game so cute that the bottom of your stomach will touch the roof of your mouth in an effort to empty its contents.

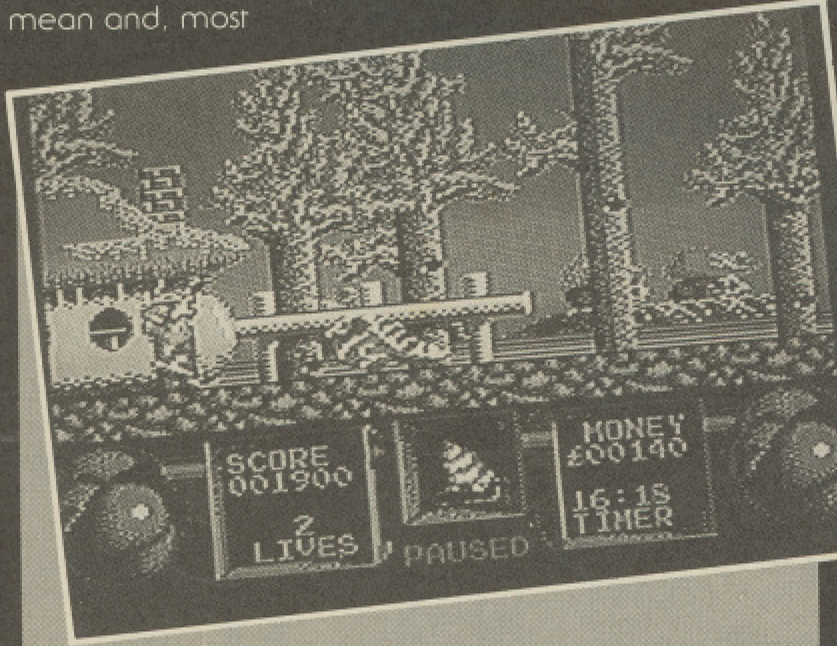
What is this game about? Well, sit back dear reader and get a bucket handy, you may well need it.

Flimbo had a gorgeous girlie who cared for his every whim, and they skipped and danced merrily amongst the butterflies and tulips, singing and frolicking in the sunlight. Unfortunately, there was one who did not enjoy prancing his dainty toes around meadows, for he was mean and, most importantly, dying. And being such a grouch this fellow did kidnap poor Flimbette and lock her in his laboratory.

The reason behind this dastardly deed was that the evil one was wasting away and he needed the life juice off of a nubile female to restore himself. Flimbo, however, had other plans for his girlfriend (probably involving farm animals and rubber tubing), so he has vowed to win her back, no matter what the odds.

Kept your lunch? My word are you hard, I bet you've been bred on a diet of Zippy, Bungle and Bagpuss! Anyway, as Flimbo you must save your sweetheart using all your powers, even though your head seems to be malformed, and this is not going to be easy, especially because your head seems to be malformed.

Now after the beat-em-up boom, the shooty craze, and the driving game frenzy, the latest fashion (apart from the obvious 'World Cup' orientated money grabbers) is the cute game. And why not? The success of games like Bubble Bobble, Rainbow Islands, and Super Wonderboy cannot be overlooked, and seeing as these are all coin-op conversions, they have been far longer in development than we can imagine. Flimbo's Quest, on the other hand, is totally and truly original, and brings a new cutesy wutesy character into the fray.



There are five levels to go through, each one being a different area of the land which you must progress through. On each level there is a shop, where you can buy things and, most importantly, deposit a password that allows you entry into the next area, and the next



'S QUEST

Supplier: System 3
Price: £9.99 Cass,
£14.99 Disk



level. This word though has been broken up into individual letters, and they are scattered around in the shape of mutants.

Luckily you have an ability to know what mutant holds each letter, so you must search the level that you're on and find the mutant, kill it and a scroll will appear. Collect this scroll and deposit it back at the shop for a letter.

There are also other objects scattered around in the shape of mutants, and once shot you will find such things as money bags, invincibility, and extra lives. The money bags can buy you extensions to your firepower, etc. much in the mould of many of this genre.



There are also extra rooms where tonnes of cash can be won, if you collect it in the right order. It is very Japanese in style, and in this case it is good to see that Europe can match the best of them.

Although Flimbo's is a platform and ladder style of game, it has certainly brought this ancient medium right up to date. The gaps in the walls have parallax scrolling, and the monsters are sometimes made up of much more than one sprite (the slow, cumbersome Woodlouse kind of creature, for instance).

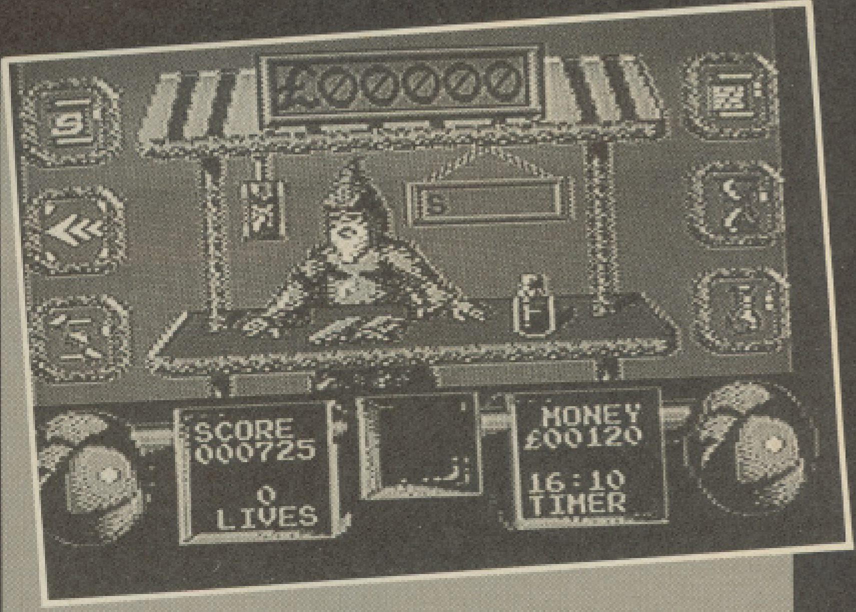
The graphics are nothing short of excellent, and being of the cute variety, are bright even when the backgrounds may be very evil indeed. Flimbo himself is set to become a cult hero (like Dizzy, Manic Minor, and Rockford) and System 3's first solo release (without the intervention of Activision) not only deserves, but is set to become a classic.

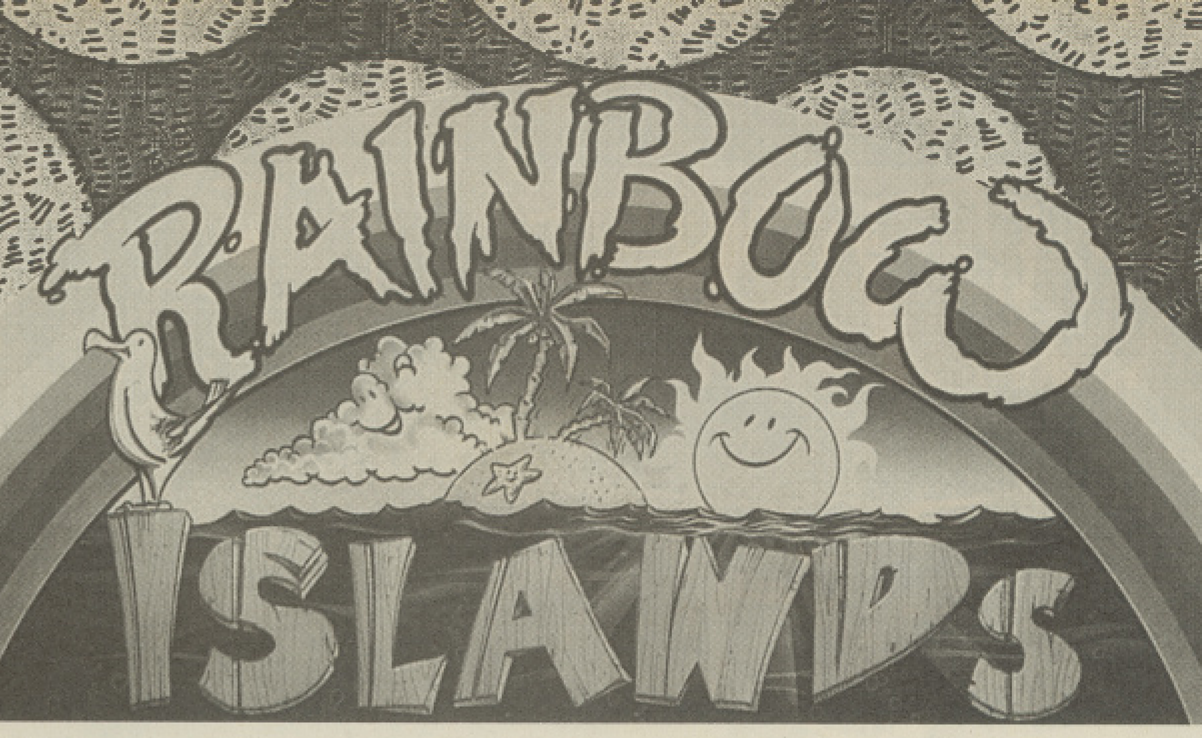
Maybe when the sequel arrives and everybody has Flimbo's posters on their walls you'll get my drift It's just a shame that he's so sickeningly, painstakingly cute!

RH

YC C64 C128 FUN 1

96%



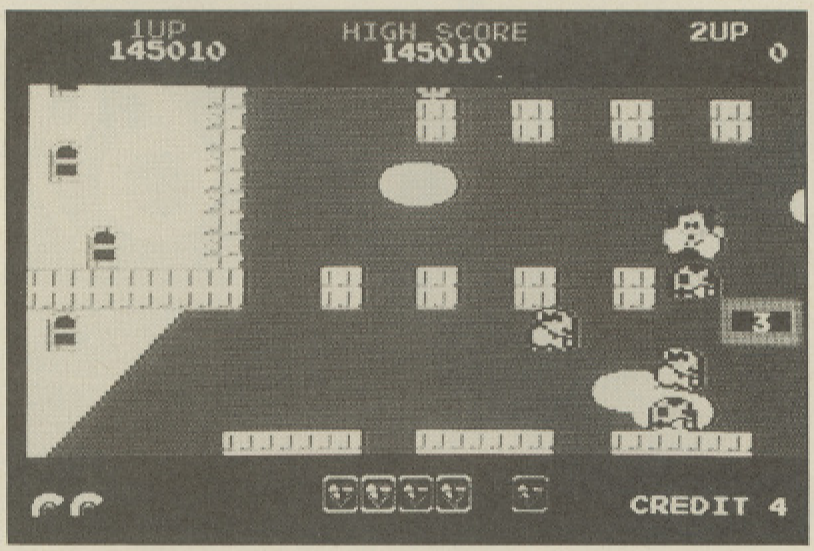


Supplier: Ocean
Price: £9.99 (Cass) £14.99 (Disk)

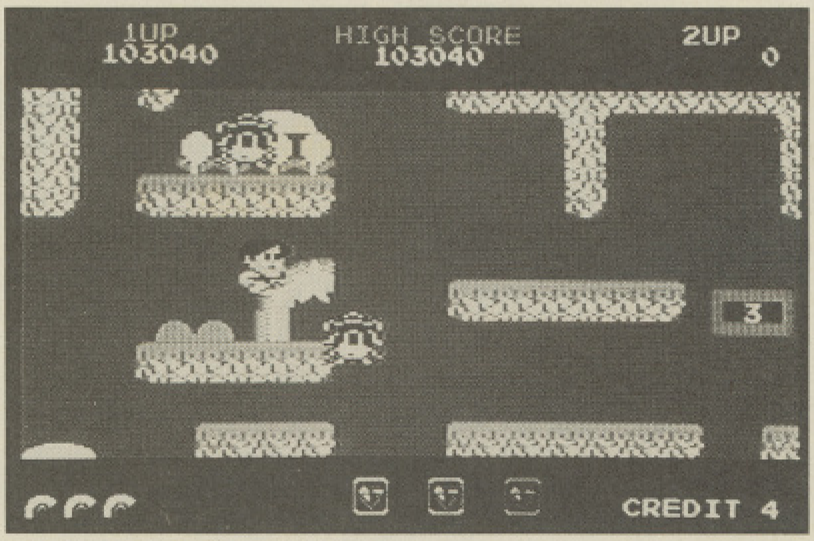
Bub and Bob are back!! Yes, Bubble Bobble fans, dust off your joysticks and prepare for more marathon gaming sessions! The good news is that the game is just as great, just as addictive and just as cute as it's predecessor. The bad news is that Bub and Bob, intrepid bubblers of the prehistoric world, have been changed from dinky dinosaurs to chubby cherubs. The scenario is thin to say the least. It looks as if the programming was the priority because there is no real reason for the famous due to be there other than to face the fresh challenge. Sounds good to me...

In case you missed out on the original Bubble Bobble game, Bub and Bob had to take on myriads of evil monsters and eat as much food as possible. It was a game of real high scoring action. Rainbow Islands retains the same atmosphere of frantic action and point grabbing tactics. Bub and Bob had to work their way to the top of each island. There are seven islands in all and each has a different theme, insects or monsters or whatever. The game loads level by level but this doesn't take very long and you'll hardly notice the pause.

The islands are made up of platforms. The idea is to reach the guardian of the island at the top of every fourth screen. Whichever hero you use you'll find that they are extremely easy to control. They can run around and jump as usual, but their weapons have been changed into rainbows. These take some getting used to. Rainbows can be run along and jumped off to reach higher platforms. They can stack on top of one another to form ladders. Casting a rainbow along the ground sometimes reveals extra fruits to collect.



▲ Looks like he's got a case of cutitous!



▲ Up above the trees and houses...

Monsters are knocked out by being hit with a rainbow. These then form fruits, jewels or powers. Falling on top of rainbows breaks them and sends them tumbling down the screen. This shower of rainbows kills any monsters or collects any uneaten food for you. Finally, rainbows can be cast at food or objects to collect them. There are seven different jewels to collect. Grab one or more of each and you will be awarded a bonus life.

There is a strict time limit on each screen. Hang around for too long and the 'Hurry up' message appears. Then water starts rising up the screen and the monsters turn an angry red and move faster. our heroes die on contact with a monster and they can't swim either! Reaching the top of the screen is awarded with a huge chest of goodies that falls down to spray its contents all over the place. These can be collected for bonus points.

The powers are very useful indeed. Shoes speed up your movement considerably. Yellow potion pots speed up the casting of rainbows and red ones add to the number of rainbows cast at once (up to three).

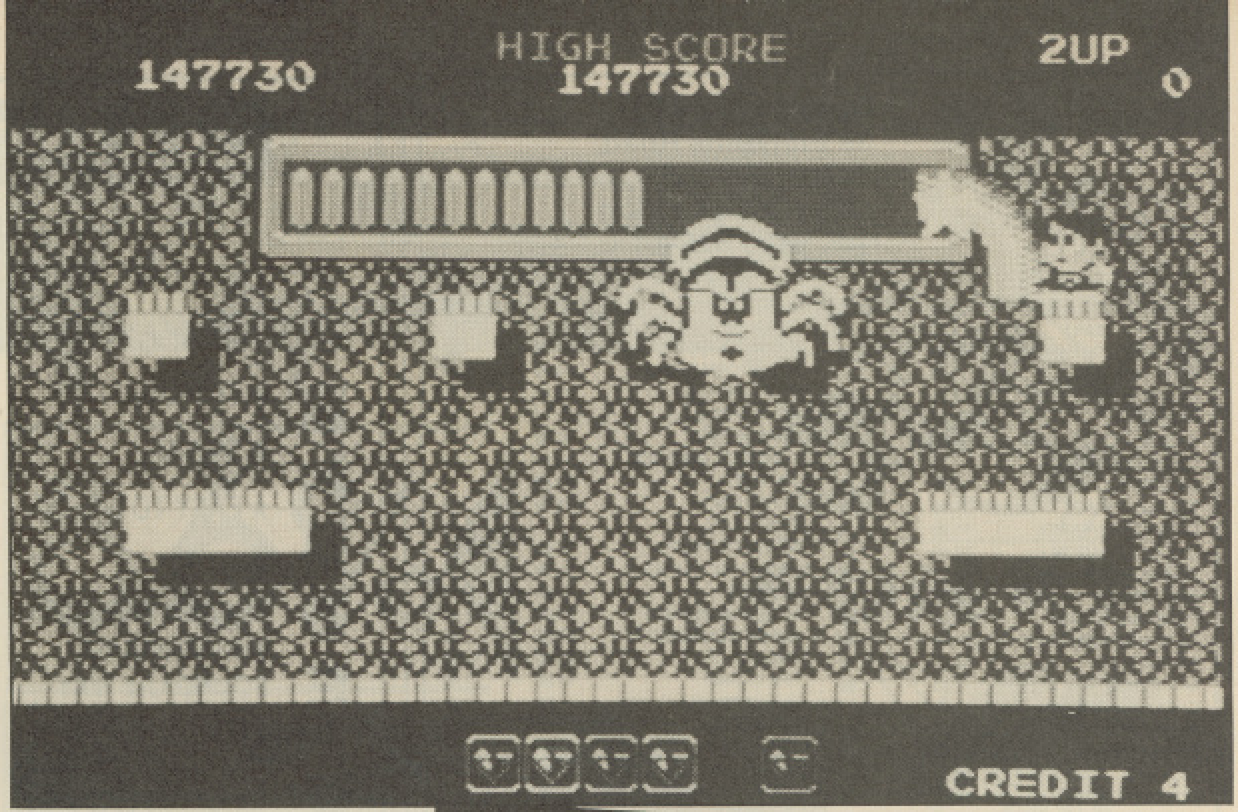
There are also super powers that pop up from time to time. These might grant huge bags of cash for big bonus points or a really deadly power to destroy large amounts of monsters. Stars explode when collected and the shrapnel kills any monsters it touches.

Fruit and veg litters each screen. Collecting gigantic amounts of it is the way to massive scores and more can be found by careful use of rainbows. The game is a frantic race for points in the two player mode. Gameplay wise Rainbow Islands is dangerously addictive. Once you get the hang of the subtleties of rainbow use you'll be absolutely hooked. The island's guardians are suitably tough and a worthy challenge to Bub and Bob's rainbow casting skills.

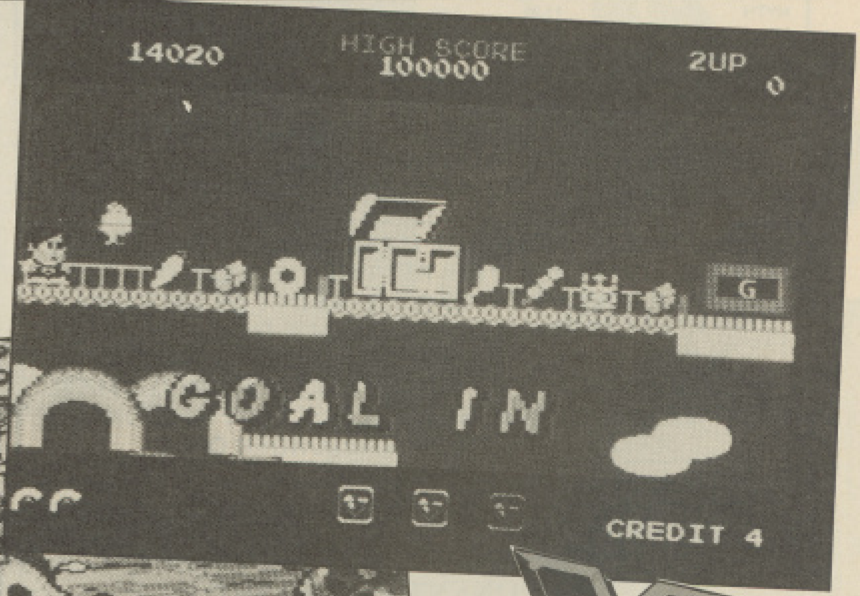
The game has been beautifully designed and programmed. Every character, from the monsters to the fruit is superbly drawn and brilliantly coloured. The whole game bears an uncanny resemblance to an explosion in a jelly tot factory. The screen scrolls upwards very smoothly and there are no flickers, no glitches, nothing. It's very hard to fault a game which is so great all round. My advice is to buy it once you've finished reading this. Then get it home, load it up and prepare to play for hours and hours. Oh, the sound is good too. If you only ever buy one game for your 64 make it Rainbow Island.

ACC

97%

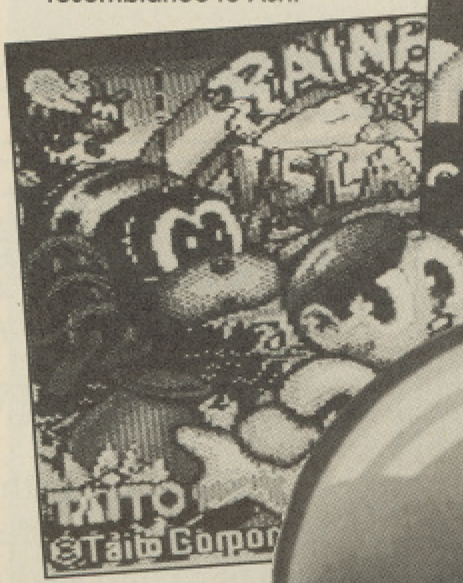


▲ Er Zippy... There's a big spider in the bed!



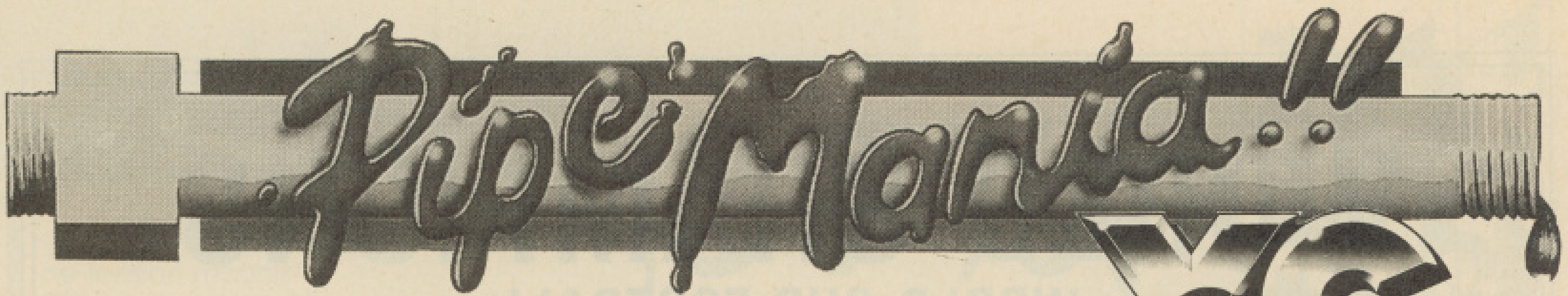
It's a goal Bungle! ▶

▼ This guy bears a remarkable resemblance to Ash!





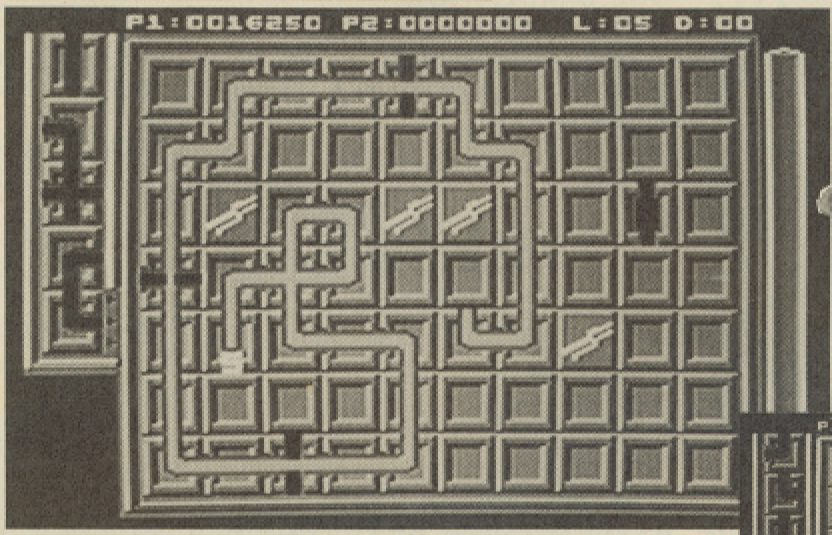
YC FUN ★ 1



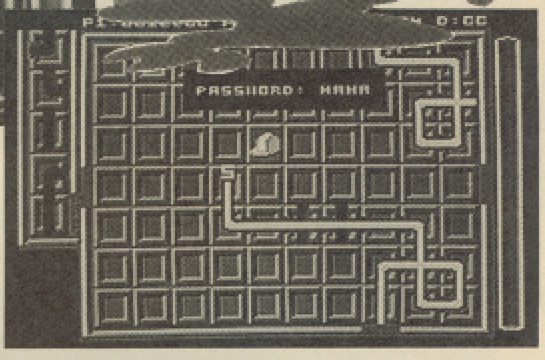
Supplier: Empire
Price: SEE OUR OFFER

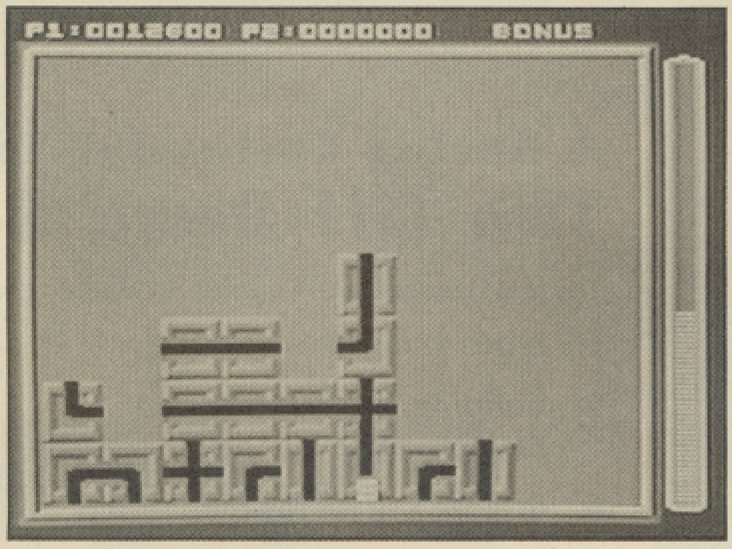
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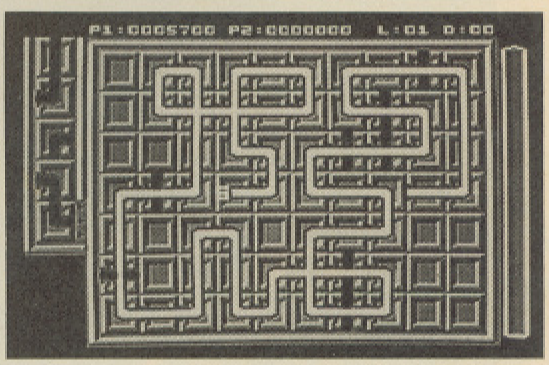
FUN ✱ 1











If someone gives you a piece of piping you have three choices. You can get out and mug someone, become a plumber, or play Pipe Mania. I would recommend the latter, as mugging is criminal and although being a plumber may be lucrative it is unlikely to be as much fun as Pipe Mania.

The water has started its journey and in a mad dash against the flow you must lay pipes which give you points and keep the water moving. Placing any connecting pipes on to the grid would be all too easy so the program selects the pipes and you place them. Forthcoming pipes are shown in a vertical list, the next pipe to be placed at the top of the column. When placing pipes you must ensure that you do not lead yourself into a dead end. If the pipe you require is not next in the list you must plan ahead and place the piece elsewhere or place the next pipe over the top of the current one. Doing this shows a small explosion and a small loss of score is achieved. The problem with placing pipes in places you expect to go is that at the end of the game any unused pieces which have been placed on the grid are deducted from your score.

There are several ways to gain bonus points. The easiest (and only option available on lower levels) is to place a cross-pipe and lead the water flow back through the pipe at a ninety degree angle. On later levels, sections of pipe are placed on the grids by the computer, running the flow through these sections gains points as does using the reservoirs which also slow the water flow when filling. The higher the level the faster the flow and the more manic the action. You do have a limited amount of time before the flow starts but this also changes as the levels increase. On higher levels you also find obstructions such as fish or damaged sections of the grid, both obstacles making that section of the grid unusable. Other unusual features include ending points for the flow and holes in the grid walls (leading the flow into one of these causes it to enter the screen via a similar hole on the other side of the grid).

When two players are participating each seeks the advantage while ensuring that the flow continues (if it stops both players lose). The winner in the two player game is the one with the most full pipes when the flow stops. A useful tactic is to divert the flow away from your fellow player's pipes and with any luck they won't notice until it is too late.

A fun game with some nice touches and the two player mode is likely to lead to many a poke in the ribs. A worthy offering, one that aims and does please.
AP

Supplier: Activision
Price: £9.99 (Cass) £14.99 (Disk)

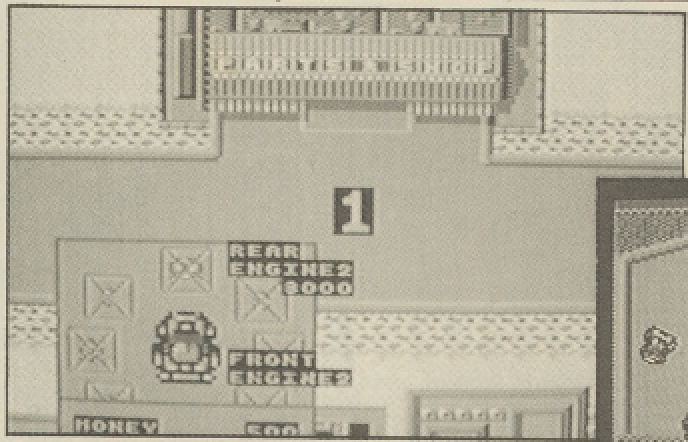
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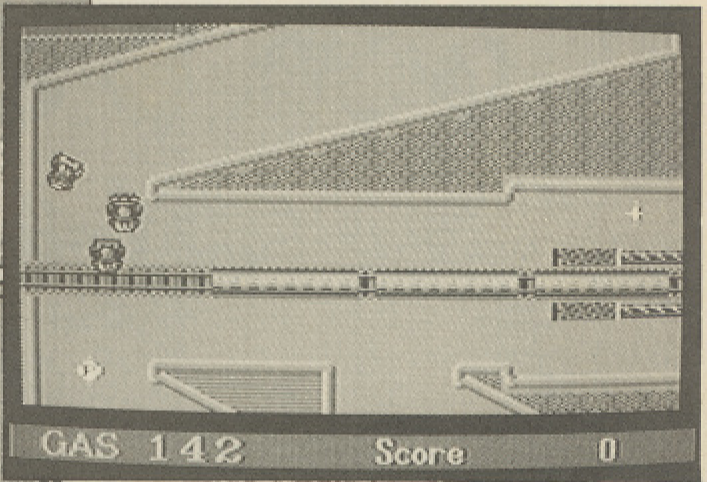
FUN ★1

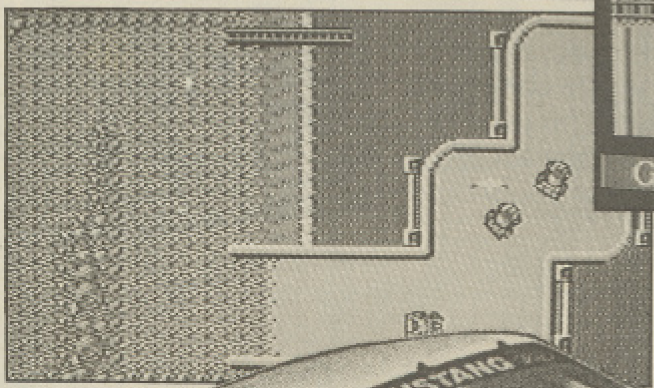
HOT·ROD

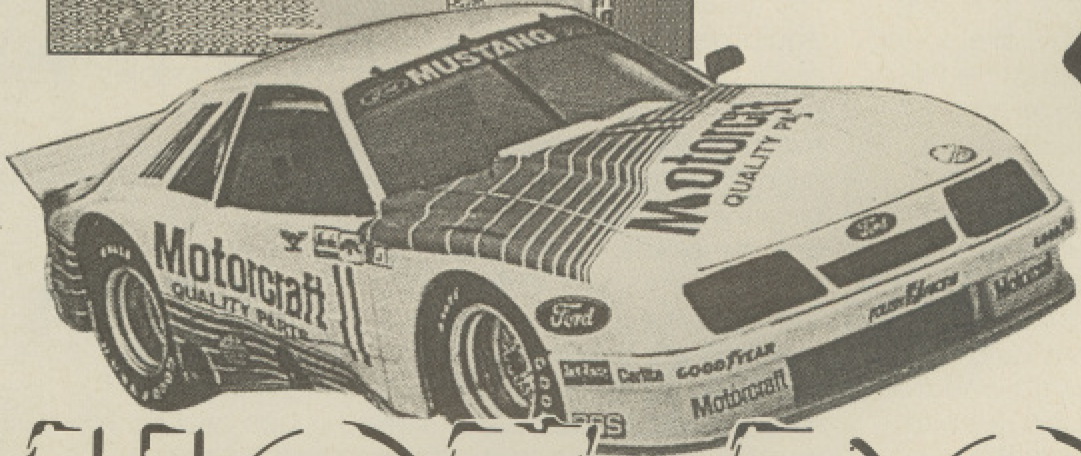
The tension mounts. Three jelly tots stand between you and the World Championship. The first red jelly tot lights up. Rev up the engine. The second red jelly too and it's time to check the gear. The green jelly tot and you're away! Squeal and scream of tyres as you leave half of them behind you on the grid.

No, I'm not describing the rush to the newsagents when the new YC comes out. I'm describing the latest arcade conversion from Activision. The game has little resemblance to a packet of jelly tots, other than the fact the graphics are brightly coloured. Don't let this primary fault in the game put you off though, because it's otherwise a great little wheeze.









For starters the game can be played by up to four players. This brings the spirit of competition somewhat to the fore! To fully utilise the four player option you're going to have to invest in a joystick splitter lead, and of course find three other maniac drivers with no sense of sportsmanship. The idea is very similar to the Super Sprint arcade game. You have to beat the opposition over the finish line any which way you can. This needs to be done as quickly as possible, because you not only have a limited amount of time but you also have a sparse fuel supply as well.

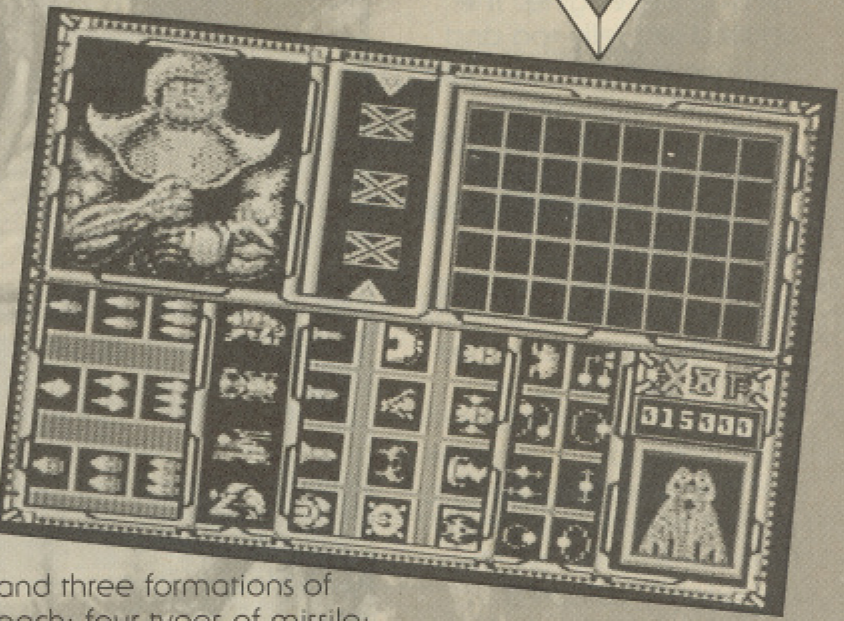
The screen scrolls smoothly around the lead car. This means that anyone a significant distance behind it is going to go off screen. This is bad news for the person at the back because they lose fuel and get dumped at the front again. Which is bad news for the leader in turn because the back marker now has a reasonable chance of becoming the leader. On each track there is a shortcut. This is always a dangerous option because the shortcuts generally consist of motorways or railroads. Get hit by a car or train and you lose more fuel.

The cars that manage to finish the course get awarded with cash. This can be spent later on in the spares shop to soup up the Hot Rods. Spares available include improved tyres, engines and bodywork. This in theory means that you have a better chance of winning the next race and so on. As well as winning races, extra cash can be picked up on the track and extra fuel for your tanks as well. Any fuel you have left at the end of a race gets carried over to your total in the next.

Activision has done a good job on Hot Rod. From the graphics to the sound it's all round class. Not spontifically original or particularly startling, but the four player options makes for potential family feuds and the gameplay is gripping enough to keep you at it for days (oer). Car racing addicts grab it now, then save up for the joystick splitter. Worth (at least) its weight in jelly tots.
ACC

X-OUT

YC C64 C128 FUN★1



Supplier: Rainbow Arts
Price: £9.99 (Cass) £14.99 (Disk)

It's 2019. You're a top fighter pilot who has just been laid off because of old age. Who said that life begins at forty? Anyway, the chances are that life as we know it will never be the same again. This is because of a jolly nasty bunch of aliens who are living under the Pacific Ocean. They're not content to wait for the greenhouse effect to drown the entire Human Race. Oh no, they're going to speed up the process by making the seas rise from below.

Now this is good news for drought ridden third world countries but bad news for everyone else. That's why they've contacted you. After all, being down on your luck, broke and unemployed you're the ideal candidate. As well as being a damn fine pilot. So the lure of hundreds of megabucks has convinced you (beyond the pose of claiming to have saved the world) that you should do the job.

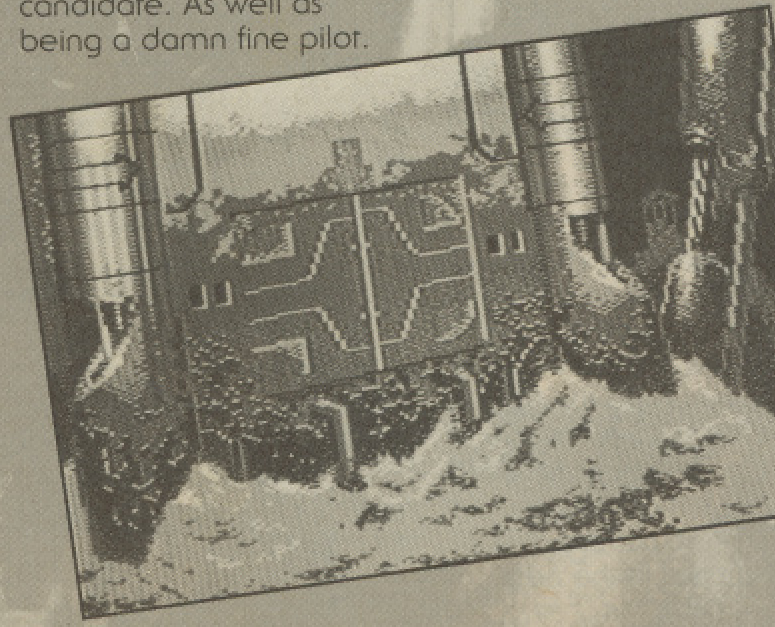
The very nice men at the UN have kindly lent you 15,000 credits to buy equipment with. There is a great build-your-own underwater death machine shop to spend it all in. This appears at the beginning of each level and the points which you have accumulated can be spent as credits. There are four different ships. These cost between three and seven thousand credits and differ in design and the amount of extra bits you can add to them.

These extra bits are very varied and quite interesting. There are three types of cannon, and three formations of each; four types of missile; four special powers; unintelligent drones; and eight types of modules. The drones act like bulldozers, flying in straight lines and blasting away. The modules fly in set patterns, little circles and lines and destroy anything that hits them. The powers are smart bomb, flamethrower, lightning bolt and claw arm.

All of these extra features add greatly to the game's appeal and lasting interest. There is plenty of action in the game proper, with loads of flying and static hazards to blast into little bits of dogfood. There are very large subs that blast big bolts of energy at you. Missile launchers lob vast amounts of flak in your waterspace(?). At the middle and end of each level there lurks a power above all others. These guardians will do their utmost to stop the deadly flow from your guns.

The game is technically superb, with terrific sound and great graphics. Although they are quite dull-looking, and the missiles are jerky, the scrolling of the screens and the general movement is very nice. Although I tend to avoid comparisons with Amiga versions, this is very true to it's elder brother and retains almost identical playability.

Shoot em up fans will love this game. It's the best ever blaster on the 64 and very good value for money. Amazingly addictive and extremely playable. Get it, seal yourself into your bedroom, draw the curtains and blast off.
ACC

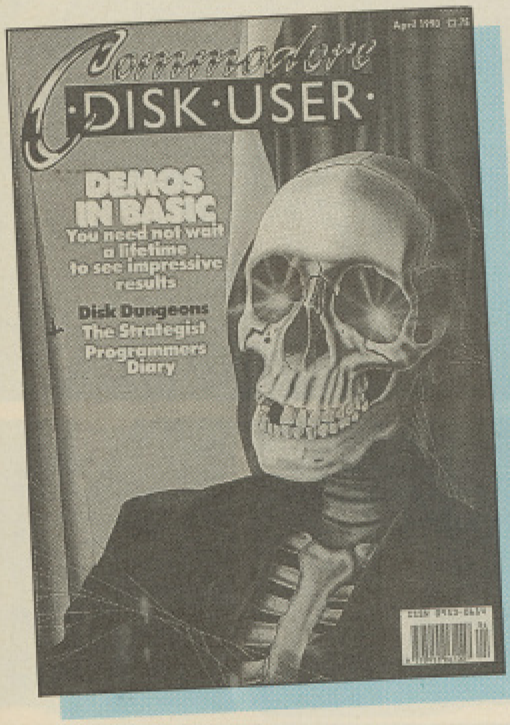


94%



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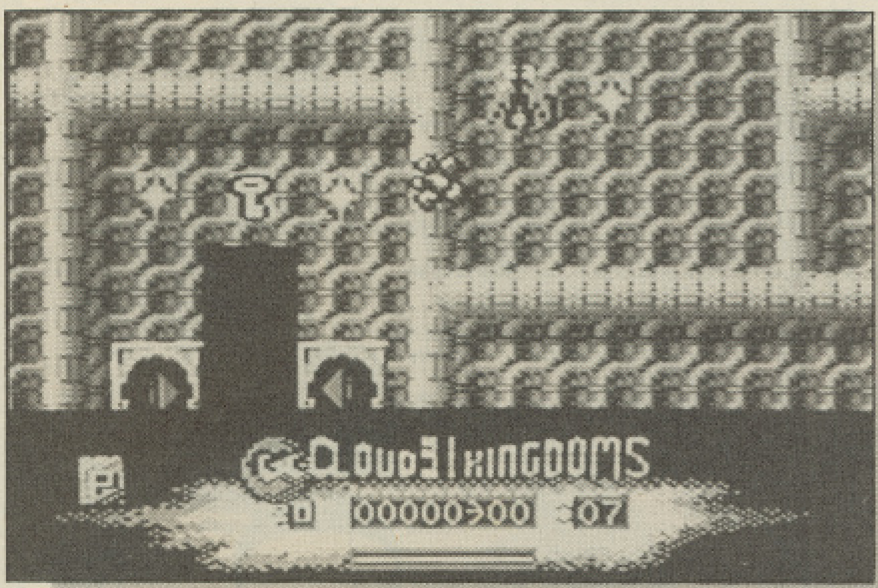
Supplier: Logotron
Price: £9.99 (Cass) £14.99 (Disk)

Latest in the current trend of cute games comes Logotron's Cloud Kingdoms. As well as being similar to several games from the past, it is also extremely addictive and highly playable. You take control of the world's first injection-moulded, eight way rolling rubber bottomed software hero. Despite his work title he looks incredibly similar to Cannonball from the Birds Eye pea advert.

True to his name however he rolls, bounds and bounces around each of the sixteen playing areas. These kingdoms all have a different theme, like Ice Kingdom or Flying Kingdom. Each one is deviously constructed to cause you as many problems as possible. The basic idea of each level is the same; to snap up every little diamond, power and fruit before the time runs out. At the start of each game you are given 99 on the timer with which you must complete all sixteen levels.

If you think that this sounds like a tall order then you'd be right. Every time you fall through the floor into space you lose a life, and prolonged contact with the insects that infest the levels also kills you off. Every life lost also deducts ten from the timer.Luckily for completion's sake you can get extra time back. There are alarm clocks in various places which give bonus seconds, and completing a level also tops up the timer.

Starting each game is done by selecting from a choice of four levels. This begins at 00, 06, 09 and 10, but as you advance the range of levels to choose from also advances. This option lets you travel back levels as well so if you're confident enough about a level you can do it all over again to get some time.

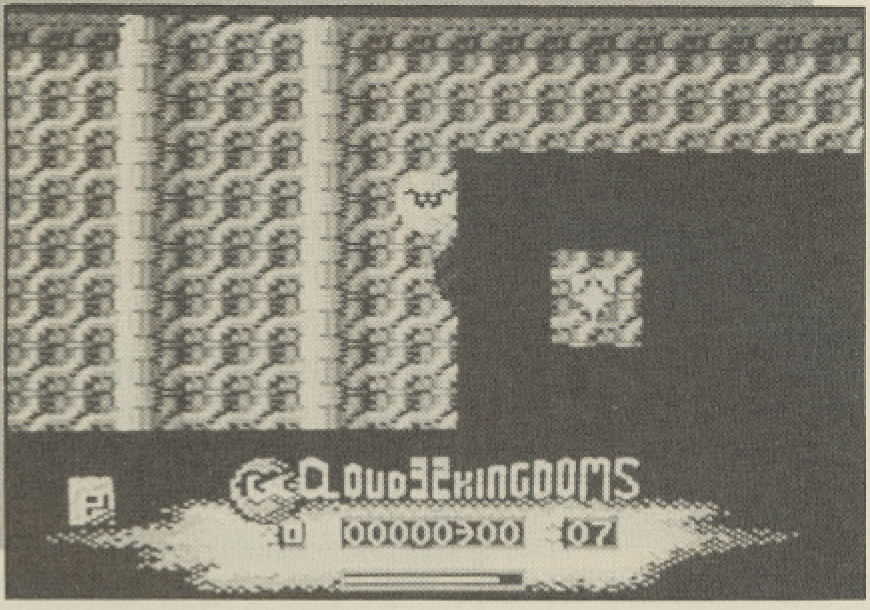


Hop hoppity hop, the ball goes plop! He does bound, with walls around, to save him from the drop! ◀

Your bouncy chum is extremely responsive to your control. To a limited degree he can be steered in the air. Getting into the air in the first place is done either by jumping or rolling over a wing. These catapult you into the air and you turn grey, plus you can fly around for a few seconds. This can be bad news because the chances are you'll fly into a sealed chamber and not be able to get out again.

Various items are impossible to reach without the paint pots. These let you draw in extra floor to run over. You may even find that you need to use several of them in a row to complete a level. Other physical problems are pinball bumpers, ice, rebounding fences and disappearing squares.

Cloud Kingdoms is a very nice piece of programming indeed. Everything is well

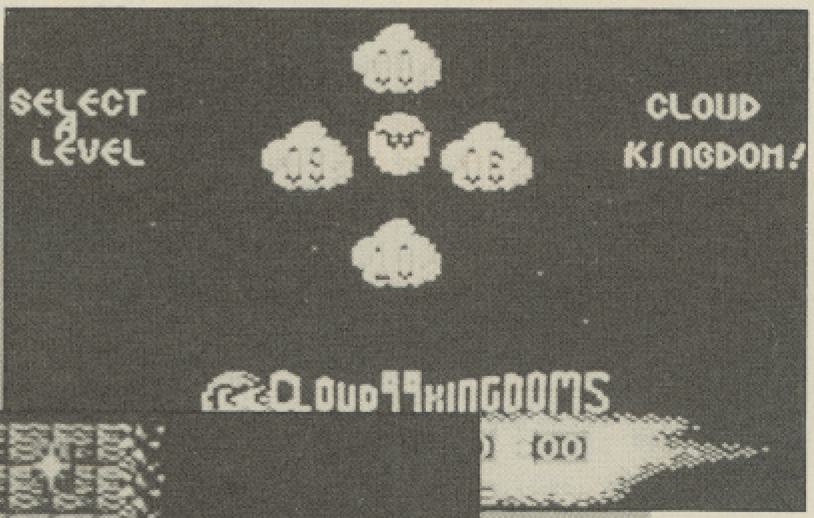


See that mean ball skip merrily over meanies and obstacles! If he falls though, it's curtains for our round chum. ▶

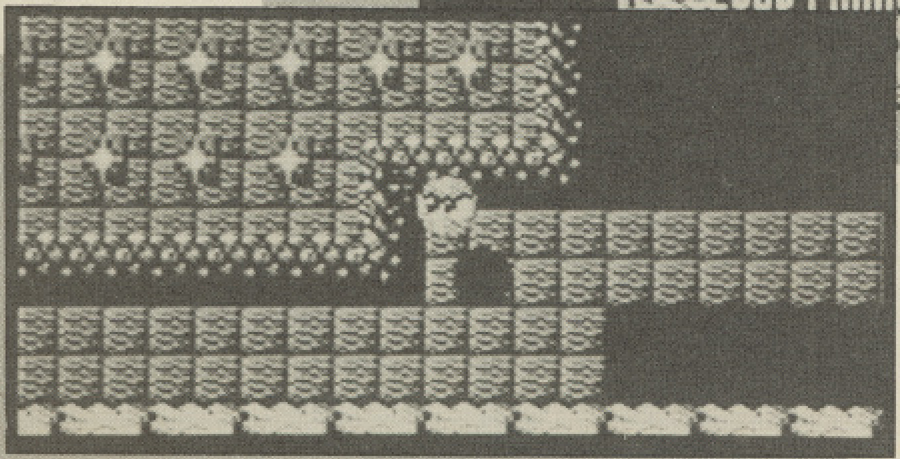
GDOMS

designed, from the rubber hero's disapproving frown to the animated title pages. There's a wicked soundtrack on the high score and title pages and the in game FX add to the atmosphere. As for gameplay, you won't be able to put the joystick down once you're started. Looks like cute games are copping the honours this ish. Buy it.

ACC



Clouds surround the portly hero to aid him in level choice. ▶



93%



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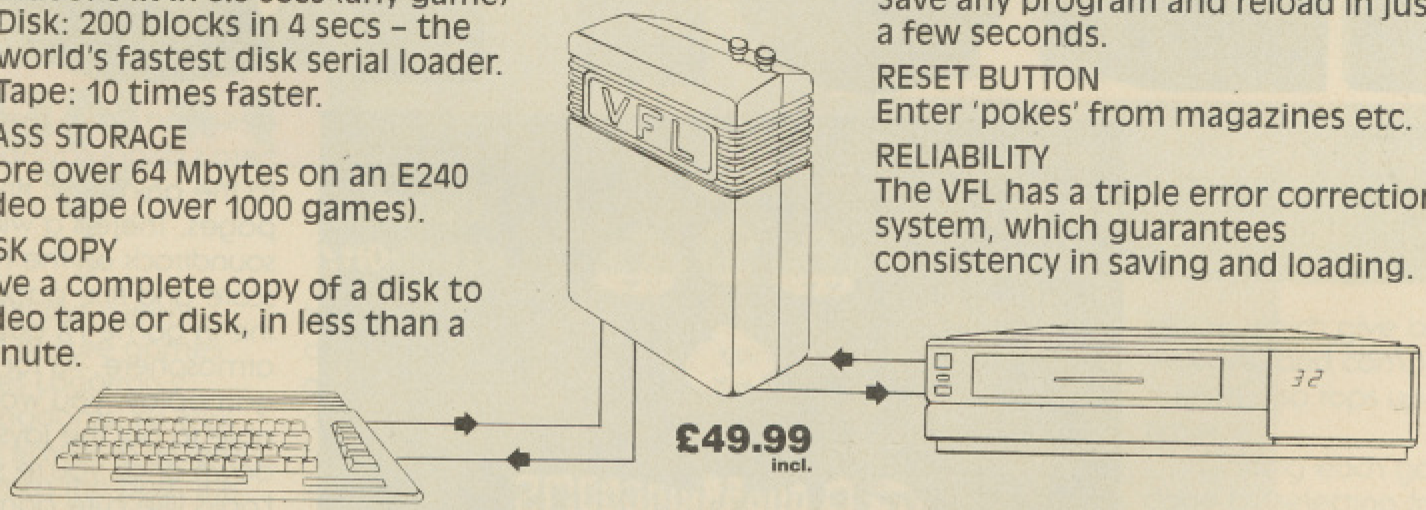
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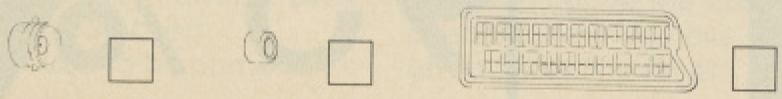
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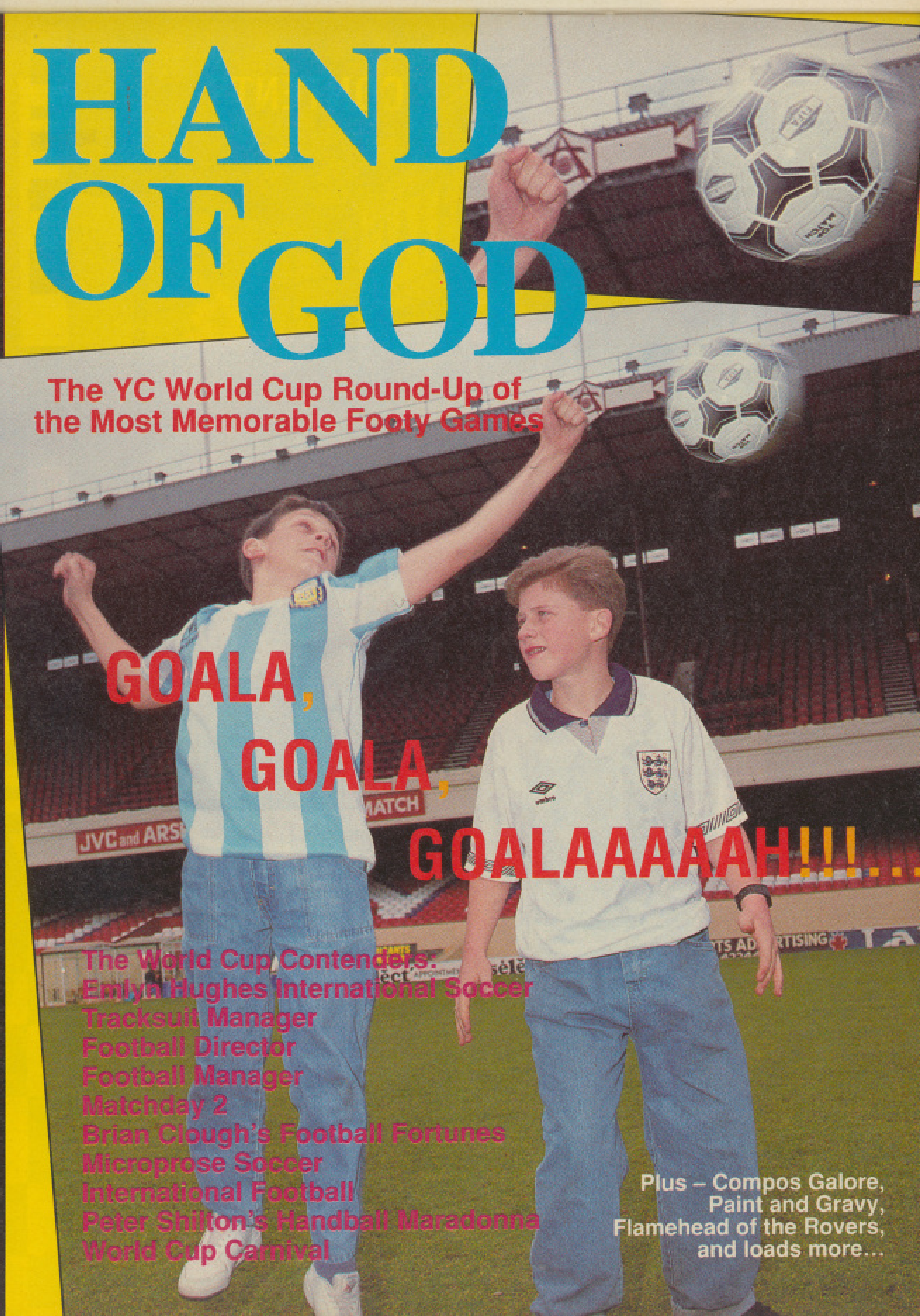
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HAND OF GOD

The YC World Cup Round-Up of the Most Memorable Footy Games

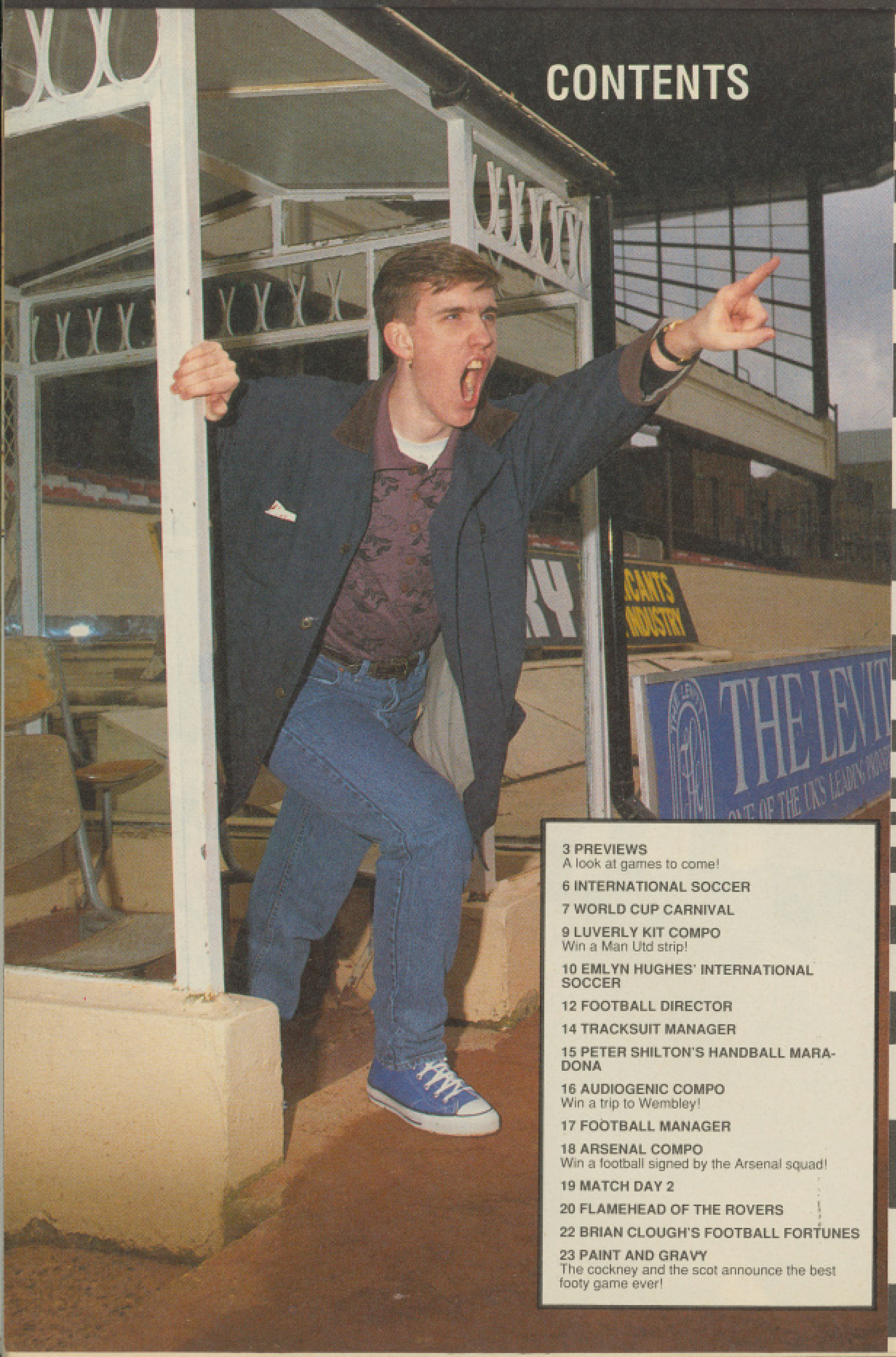


GOALA, GOALA, GOALAAAAAH!!!...

The World Cup Contenders:
Emlyn Hughes International Soccer
Tracksuit Manager
Football Director
Football Manager
Matchday 2
Brian Clough's Football Fortunes
Microprose Soccer
International Football
Peter Shilton's Handball Maradonna
World Cup Carnival

Plus – Compos Galore, Paint and Gravy, Flamehead of the Rovers, and loads more...

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The cockney and the scot announce the best footy game ever!

PAINT AND GRAVY

Doo Doo be de doo de doobie doobie, doo doo be de doo be doobie doobie...

Paint: Heh! Heh! Heh! Oh you kill me Gravy! It's a warm Paint and Gravy welcome to the YC readers oot there!

Gravy: Yeh! Know what you mean, Paint Er... Why are we'ere anyway?

Paint: Tay talk aboot the best footba' games on the Commy C64!

Gravy: But I fought Rik was doing that?

Paint: Yes he is, but we're to award the World Cup to the best footba' game ever!

Gravy: Oooo!

Paint: Noo, we've giving it plenty of thought, and there were certainly tuns of good games!

Gravy: Yep, there were!

Paint: For instance, Brian Clough's Footba' Fortunes came very close in my wee estimations.

Gravy: Yeh, it's a funny old game.

Paint: But the winner from booth of us must be the truly stunning Emlyn Hughes International Soccer!

Gravy: Yeh mate, it's as good as his voice is squeeky.

Paint: Heh! Heh! Heh! You really kill me Gravy!

Gravy: Sometimes I wish I could!

Doo doo be de doo be doobie doobie, doo doo be de doo be doobie doobie...

Supplier: CDs

BRIAN CLOUGH'S FOOTBALL FORTUNES





There have been so many management games on the market that when one tries something extra special it could either be the greatest sensation or the biggest turkey of them all. Brian Clough's had almost as much press as the big man himself upon its initial release. Why? Because its most unique feature is the inclusion of a board in the game.

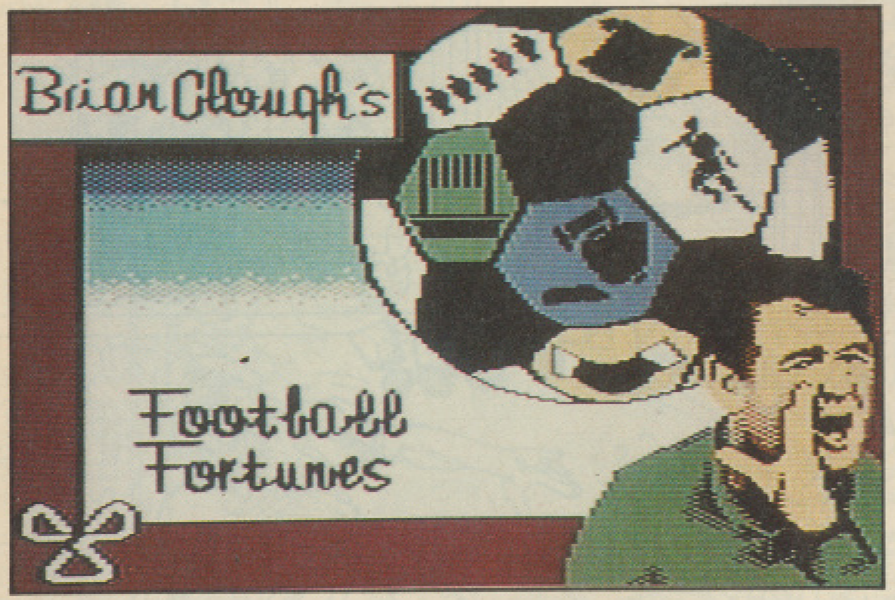
The board is an integral addition in the respect that the major gameplaying is on this platform, as up to 5 different managers can compete in a small ten team league. There are cards, money, and counters (just like Monopoly), and the computer will handle all the die rolls, the 'chance) style cards and determining the results of the games.

You cannot play solo, you need at least two players, but it certainly comes into its when there are more than three of you. This is not only because of the immense rivalry that rears its head, but the transfer market is a real dog eat dog affair.

The game results are determined by defence and attack scores, which are calculated through individual player abilities. The players are printed on cards and each manager starts with a team that will undoubtedly get better.

There are also cups, as well as the league, and the final scores for each player is determined by success and money. If you have friends who are as keen on football as yourself, or an understanding family, then Football Fortunes is an idea way to enjoy double crossing people whilst participating in your favourite sport.

RH




```
Season In Progress
1) Display next fixtures
2) Input and play next fixture
3) Display league table
4) Display next Selection Problem card
5) Display next Managers Luck card
6) Display last league results
7) Display last Selection Problem card
8) Display last Managers Luck card
9) Throw the die
0) Display current points table
Make selection (0-9)
```

FUN 1

95%

FORTHCOMING GAMES

These are the games that missed out on the review front, but will be jostling for position during the World Cup



ITALY 1990

Not the official world cup game, which must've upset a few of the USG peeps, but a strong name helps it in its claim for supremecy.

The game will come packaged with many goodies and freebies, which makes one wonder whether it'll be another World Cup Carnival. Recent rumours suggest otherwise.

MANCHESTER UNITED

Already selling well on the 16-bit machines, this krisalis game is certainly not near the relegation zone.

It deals with both types of football games, management and strategy, and quite successfully too. The graphics are very smart but if Man Utd. fail to win the FA Cup one wonders if the name of the club might put people off.



KICK OFF 2

Although this game's predecessor has won every award under the sun, that was on the 16-bit machines. It's 8-bit counterparts were far from fast nor very playable.

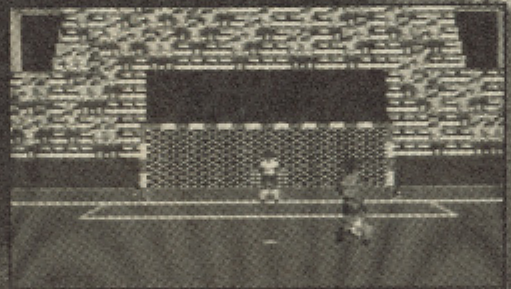
The sequel though promises to rectify the poor showing before and adds many new features, not least being the inclusion of far better graphics. If it's done right it could be the best.



EUROPEAN SUPER-LEAGUE

One of the many management games to feature the words 'superleague' in the title (this one by CDS) and is in much the same mould as the rest.

It is icon driven from behind your manager's desk (like most of the 'new' wave) but the feel is aimed just right. You can even make a statement to the press (unlike Lou Macari). The game is represented through various cigarette cards, which is original although could become tedious.



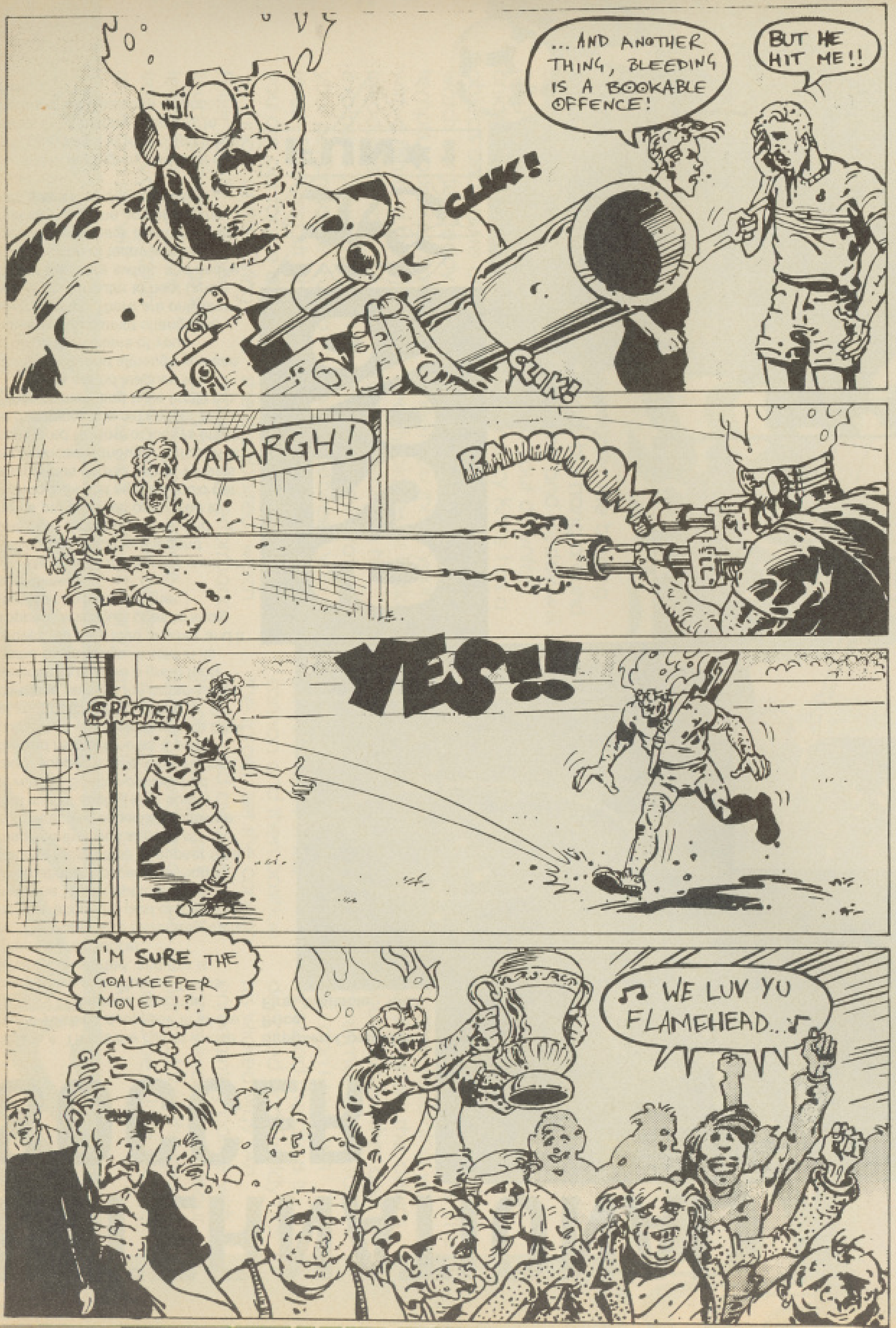
WORLD CUP SOCCER '90

This is the 'official' World Cup game and is also licensed from an arcade machine called World Trophy Soccer, and as such is pure arcade action.

It's already made an appearance on the Amiga, but the C64 is to follow shortly, to arrive before the big event hopefully!

Although it is not as accurate on the rules of footy as the rest of them, it'll prove to be worth a look anyway!





FOOTBALL MANAGER WORLD CUP EDITION 1990

The latest in Kevin Toms array of management games and it's possibly going to redefine the football manager theme.

No matter what the game is like (as we've not seen it at time of going to press) it is going to satisfy all the FM fans that were unimpressed by the sequel.





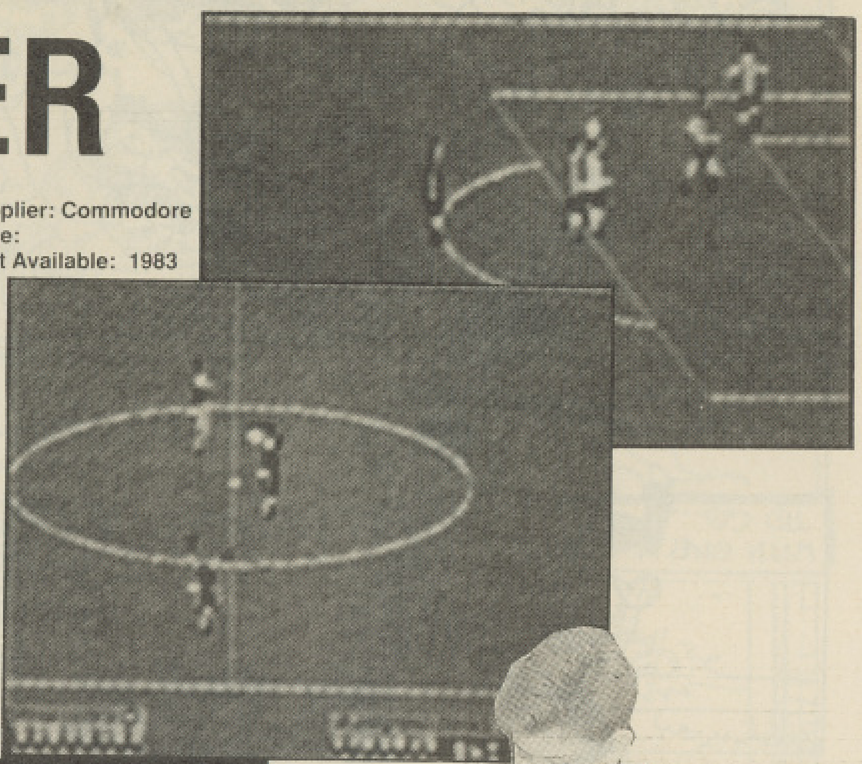
ENGLAND

Not an awful lot is known about this game at the moment, apart from the fact that it has been announced by Grandslam as the follow up to their Liverpool game.

The most that can be said about it at this stage is that it is based on the exploits of the England lads!

The games that didn't quite make it into this issue for some reason or another are: Adidas World Championship Football (Ocean) which is the first time (to my knowledge) that a sportswear firm has been licensed; Audiogenic's (Dave Bassett, Lou Macori) Superleague Manager, which seems to be in direct competition with European Superleague but offers the owner a chance to link it with Emlyn Hughes. International Soccer; and Ocean have still got Liverpool on their books too!

INTERNATIONAL SOCCER



Supplier: Commodore
Price:
First Available: 1983

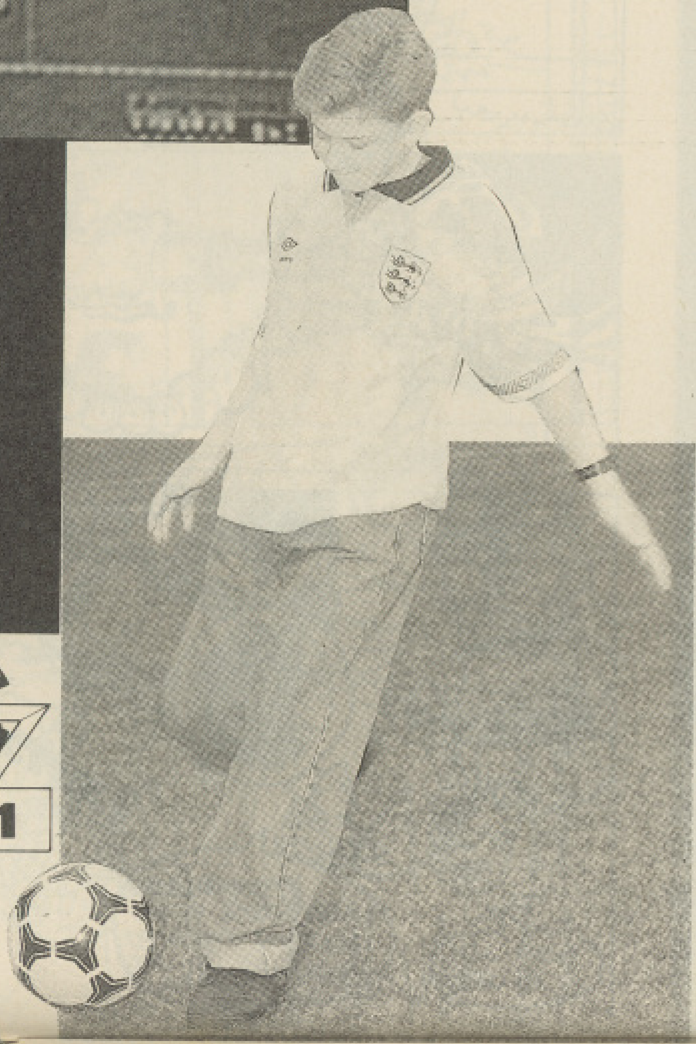
This is it. This is the culprit whose name you'll no doubt see in all the reviews of the past, and most likely those of the future. This is where it all started, and this is International Soccer.

For those who have absolutely no clue about the past of their machine I'll attempt to explain. International Soccer was roughly the first footy game to appear on a machine that was starved of software, and especially software that was of such a high quality (even the Speccy owners had more support). Also, Commodore fancied its machine as a sort of console (if you look round the back of your machine you'll find a cartridge port) so the organisation decided to release a great footy game on cartridge. It sold in its droves, so they tried another and it flopped, which just goes to show that life can be a bummer sometimes.

Meanwhile Int. Soccer went on selling and became a legend amongst Commy owners, and some people even professed to buying a 64 just so they could get their hands on this game. What is most uncanny though, is that when compared to most of todays efforts in this genre, the old codger still holds its own, and quite firmly too.

There are no leagues to compete in, and although you can change the colours of your players, you cannot change the team names. There are only nine levels of computer to beat (and five of them are awful), and nearly every option of today was not included way back then. But what makes this game so good is the fact that it's so damn playable even now.

I love getting my cartridge out and plugging it in (ooer) and if you missed out before, I suggest to grab a a copy as soon as poss.
RH



92%

FUN ★ 1

MATCHDAY 2

Supplier: Ocean

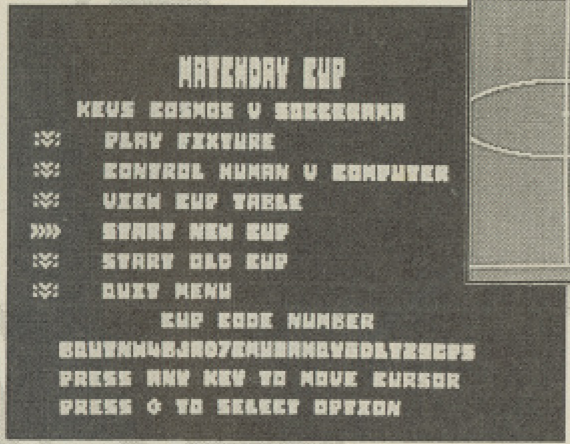
This was heralded by so many as the top of football entertainment (until Emlyn's), but to be quite frank with you, I think that was more due to the reputation of the prequel and the hype in which it was surrounded

Again being of the side on view variety, Matchday 2 boasted some very nifty new breakthroughs in Commy 64 footy games, and it supplied what we all expected. What we didn't expect was that the game would be so damn slow.

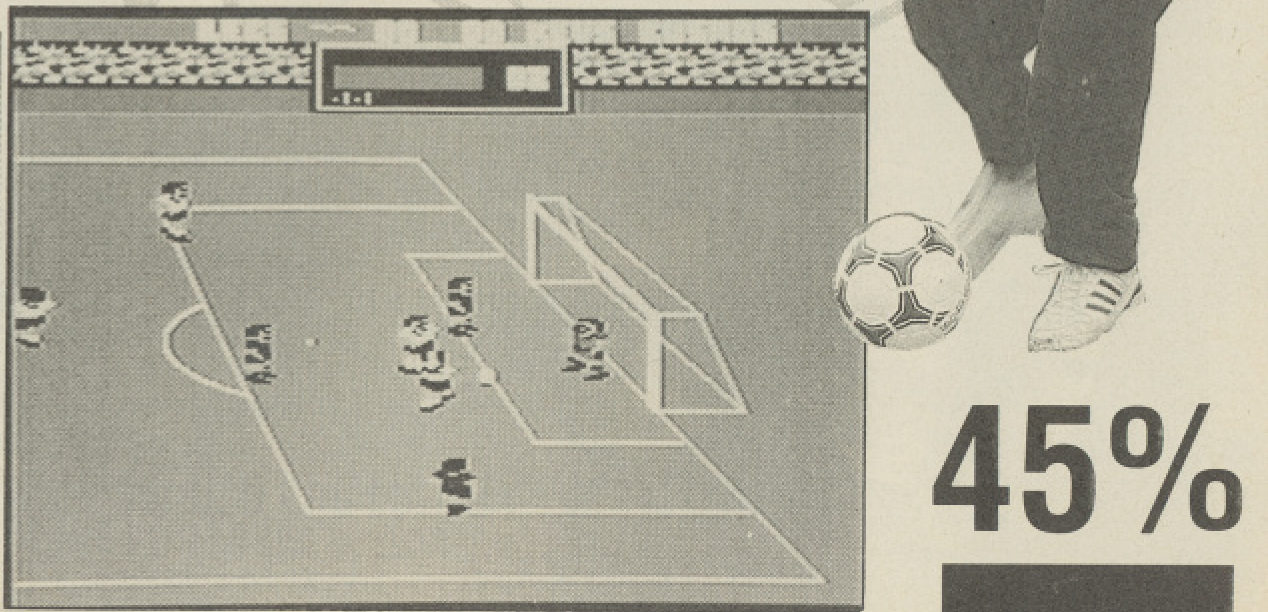
One bonus was it's diamond deflection system, a way in which the ball would seemingly bounce off a player in a realistic direction. I don't know if Jon Ritman (the programmer) has ever played football but some footballers tend to raise one of their feet in order to try to 'trap' the ball or stop in careering off in another direction, this is not pinball you know.

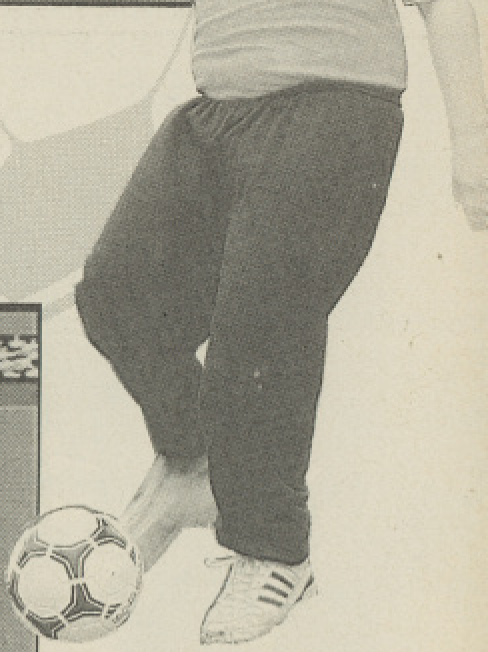
Another slightly unfortunate 'extra' was the kicking strength. It allowed you to hoof the ball down the pitch, tap it softly to another team mate, or even backheel it to the player behind you. This did work, but practically it was a nightmare. There was a bar which would slide up and down constantly and you could only hit the ball when the size of the bar suited you. You could choose to just set the bar at a certain level, but who wants to play like Wimbledon?

Matchday 2 was great in theory, but only in theory. There were too many flaws in it's speed, etc. to be able to recommend it, and I haven't even mentioned the bugs and screen glitches.
RH









45%

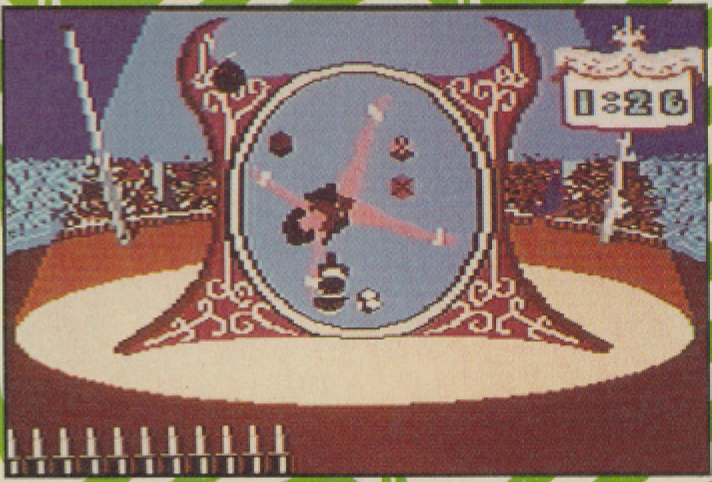
YC FUN ★ 1

Fiendish Freddy's Big Top O' Fun



Supplier: Mindscape
Price: £9.99 Cassette £14.99 Disk

87%







Debt collection with a smile, a mutilation and a whole lot of fun. The circus has one performance to earn enough cash to pay off the lease, but Freddy has his own designs and they are fiendish to say the least.

Roll up, roll up, up to five players can roll up. The events are still performed individually but the competitive edge is there. The first performance is Horace the High Diver. This perilous act has Horace diving from increasing heights into decreasing receptacles. On his downward journey he must spin (waggle the stick), and perform the requested moves (memorise these, reading the instructions during flight can be dangerous). At the termination of the dive Horace must be in line with the receptacle or the performance ends. Freddy has the nasty habit of appearing with a fan to blow Horace off course..

Next, Jeffy-Joe the Juggler with his sea lion accomplice performs juggling feats upon a unicycle. Drop too many objects and you're off but watch out for Freddy as he tempts your accomplice with a fish and then introduces a little explosive power to top your performance. Fail to return Freddy's gift and you are out for the count.

Finola of the Flying Fuller Family is a short lived performance as she leaps from trapeze to trapeze. Catch enough ropes and she will encounter the burning hoops but hang around too long and Freddy will hasten your downfall.

Knancy Knife has a task and a half, as she rests upon the spinning wheel you throw your deadly blades at balloon targets between her limbs. Freddy throws bombs between you and Knancy to distract you and, at the end of the act, she is unbolted, which makes the performance fall flat.

The penultimate performance takes place on the high wire with Tony Tiptoe. Balance is essential but so is speed. On level one, Freddy wheels out the cannon but level two sees the advent of the circular saw blades. When Tony falls he grabs the rope but Freddy appears to prise open his fingers.

The final act is Fernando the Human Cannonball. Examine the powder level in the cannon and then position the target, set the cannon angle and away you go. If you manage to avoid the posts and the ground you may just hit the target. On this final performance Freddy places a bung in the end of the cannon with disastrous results.

After each performance you are judged by the clowns. The more entertaining your act the more the clowns abuse each other and the more money you raise. If you don't raise ten thousand the circus is doomed and Freddy has his wicked way. An entertaining game with some excellent humour but in places the graphics could be a little stronger.
AP



THE HEWSON POSTER



DAILY DOUBLE

Supplier: CDS
Price: £9.99 (Cass) £14.99 (Disk)

You've heard it all before... Dead cert. Twenty five thousand to one, you can't lose... Skated home, forty miles clear of the field... Sod it I've jut blown the mortgage repayments...

Yes, Daily Double recreates the thrills of a day at the races. Take out your life savings and stick it on potential tubes of Bostik in the hope that one of them won't collapse before reaching the line. Ever wondered why horses are nicknamed nags? That's because it's what the wife does when you get home after blowing all your dosh.

The game is packaged brilliantly. Okay, so the box is nothing special. Nor is the disk and no you don't get a wind up plastic horse (shame). You do however get a superb newspaper-like instruction and form sheet. This doubles as a protection sheet to deter piracy. The form from over three hundred races is printed and the horses do run true to form – most of the time – just as in real life.

Unfortunately the horses are fictitious so you can't try to recoup your losses on Desert Orchid in the Cheltenham Gold Cup recently. Fortunately this also means that it won't let you down again either. Despite Orchid's absence you can still lose oodles of money though. The graphical representation of the game is about as good as Desert's form at the cup. Bad. However, this part of any horsie game tends to be secondary to the gameplay.

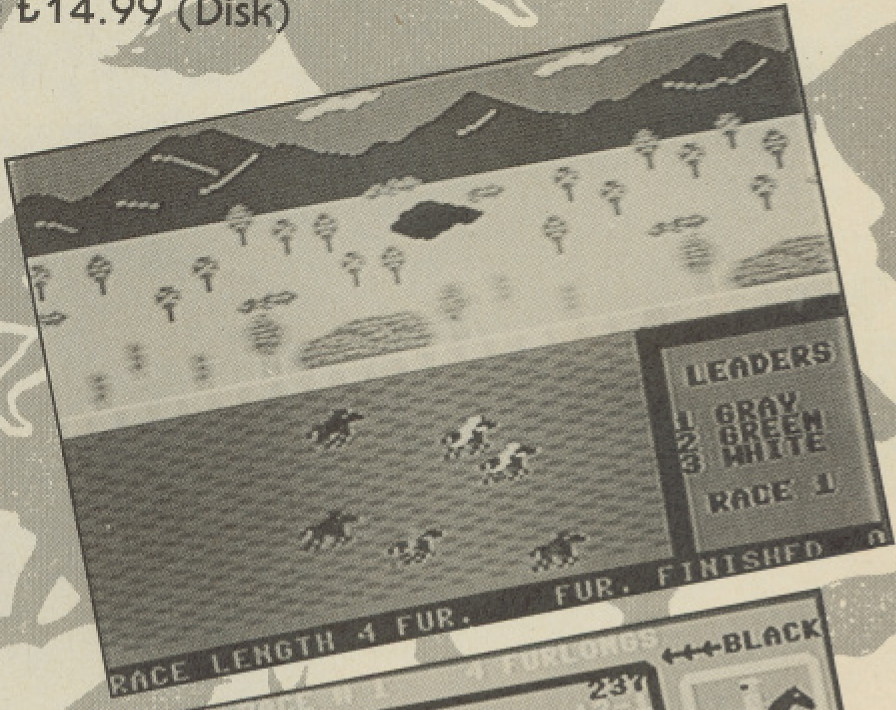
Despite the Legoishness the horses do run (at least the ones you haven't backed do). The sound consists of farty noises as the nags try their best to rob you blind and burps as you select bets and so on. Neither graphics nor sound are as important as the form of horses and this is realistic enough to satisfy ardent turf accountants.

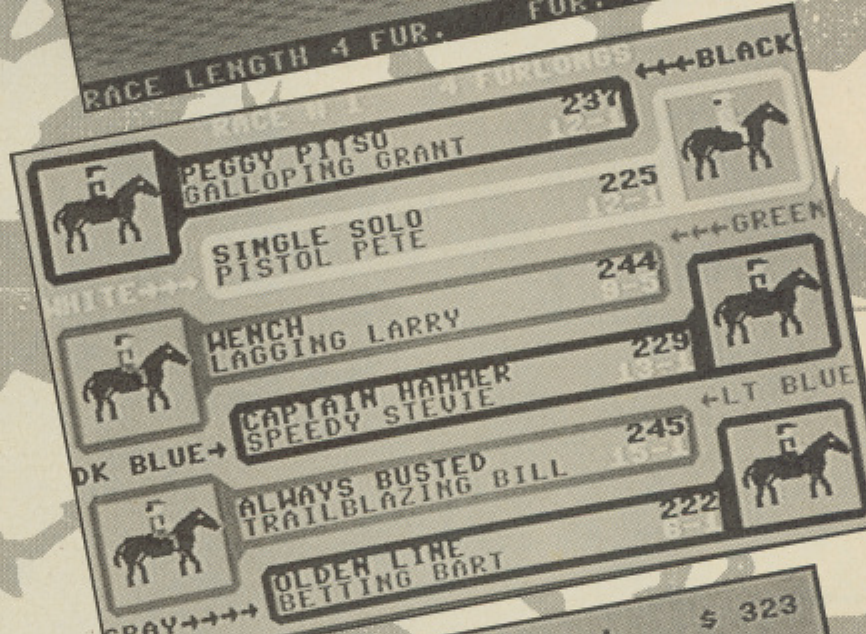
There's no disguising the fact that this game is based upon pure greed. You're at the races for no reason other than to gamble and make money. There are nine types of bet to use, from the Daily double to exotic bets like Quintella and Parlay. Quintella is a bet where you predict both first and second places (not easy). Parlay is a bet over two horses in different races. These are on top of the normal win place and show.

Your current betting status can be called up, or you can view present or later races. A certain amount of forward planning can thus be used to budget your flutters. You can take between \$100-\$500 with you and after each race any wins you might have will be displayed plus the awaited outcome of Parlays.

And that's it. Nothing very special but quite compulsive if you're into horse racing. Not nearly as cute as many of the other games this month so if you don't like gambling you're better off spending your money on jelly tots (approximately 75 packets if you bought the disk version).

ACC



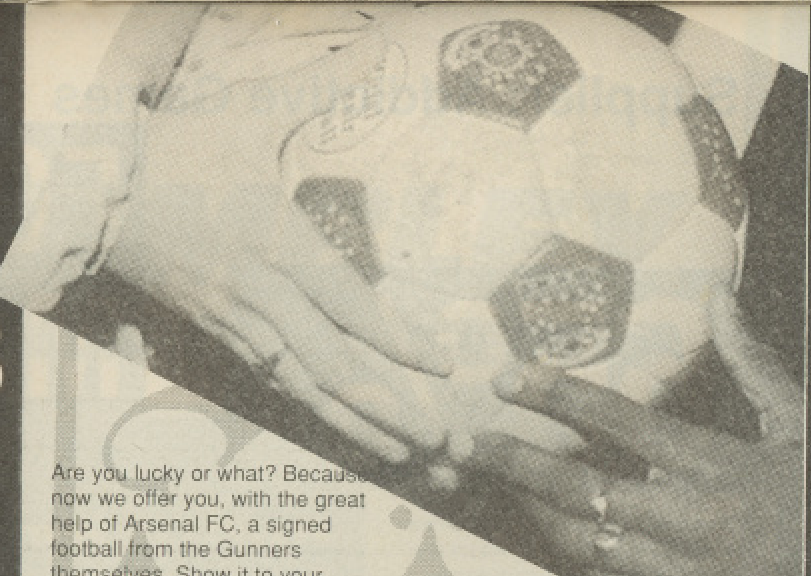




65%

COME ON YOU GOONERS

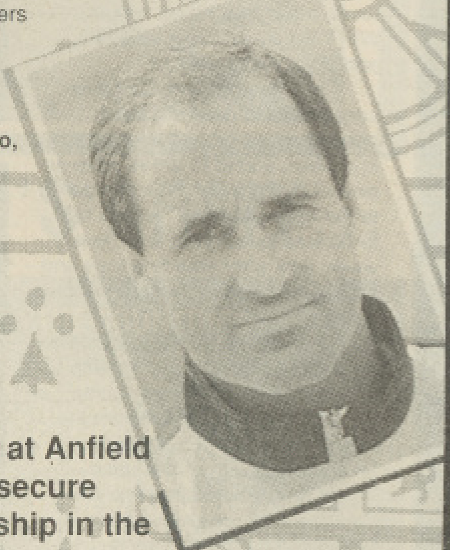




Are you lucky or what? Because now we offer you, with the great help of Arsenal FC, a signed football from the Gunners themselves. Show it to your friends and let them drool in envy as you point out the names of the men who won the 1988-89 championship.

All you have to do to get your hands on this prized possession is send us the answer to the unbelievably easy question below, on the back of a postcard (or sealed envelope) by June 30th. If yours is the one pulled out of the hat after this date then you can run around and pretend that you're George Graham (some managers would die to get some of these players signatures).

Send your entries to:
'Only One Minute Left' Compo,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST.

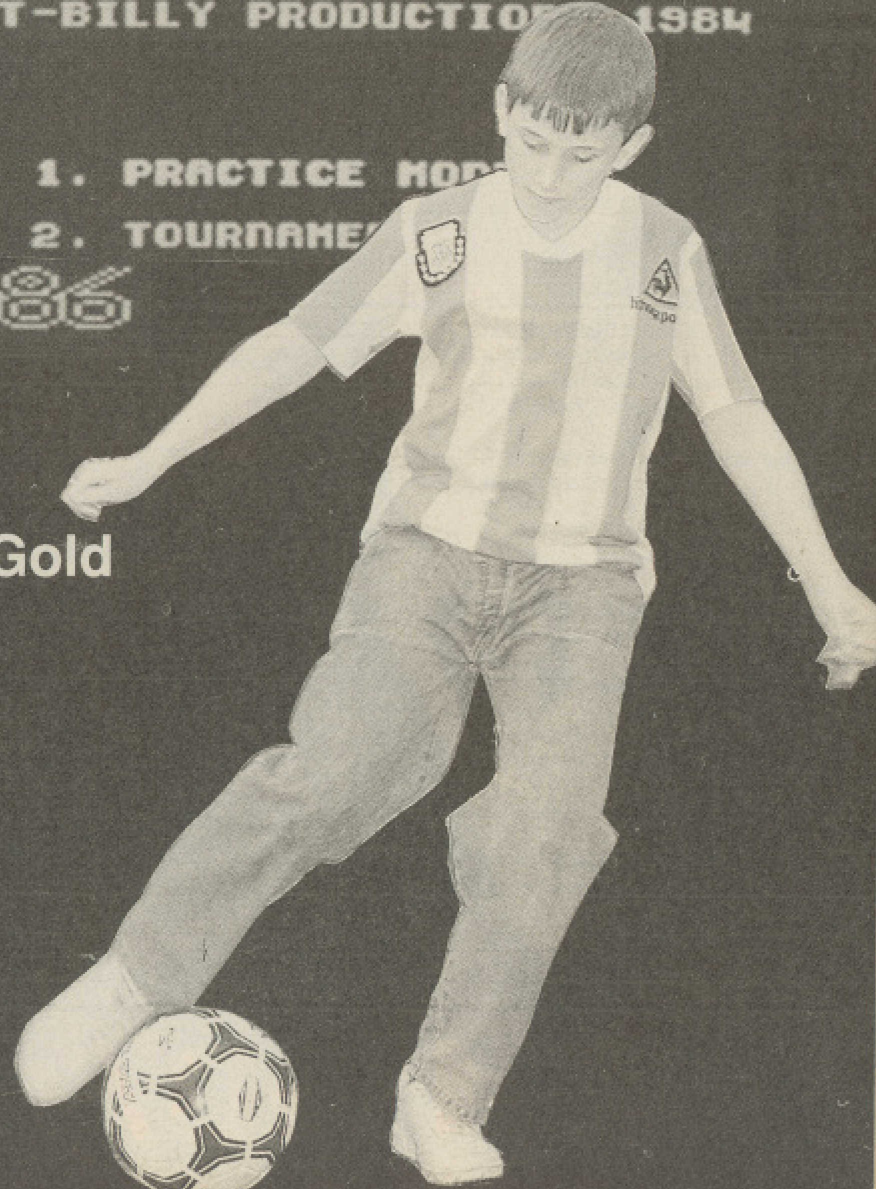


THE QUESTION

Who scored the goal at Anfield in the last minute to secure Arsenal's Championship in the 1988-89 season?

WORLD CUP CARNIVAL

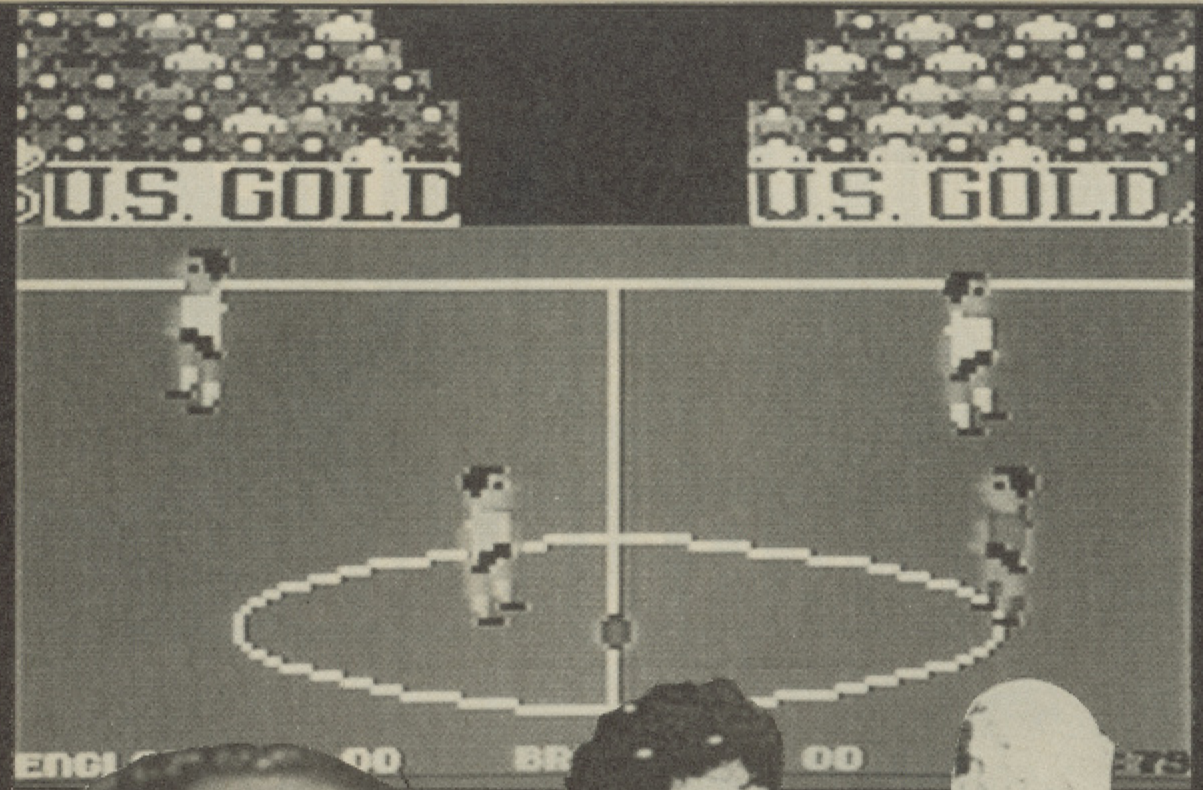




Supplier: US Gold

This was the official license from the Mexico World Cup in 1986, and it was awaited with baited breath from many footy fans, myself included. The reason being was in the hype (the build-up, if you like) many incredible things were promised. Unfortunately when the game hit the streets instead of the shocked faces and shouts of acclaim, all that was heard were the tears from the public and laughter from the journalists.

The biggest fallback was not the fact that the game was abysmally bad, nor that US Gold had tried to gloss over this by giving away sew-on badges and wall-charts, but that the game had been released before in a form not





12%

too far away from this one.

Not an awful lot about the actual game can be said. It is a footy game with a side-on view and very bad graphics. The players have about as much artificial intelligence as a particularly small brained rodent, and move in set patterns as coded by the programmers. The ball moves as if a weight had been added just before play. And the goalie flaps around like a fish.

Let's hope that Us Gold has the common decency not to release this old dog on a budget label, and that you'll never get the chance to see how really bad it was.

RH

Supplier: Addictive Games

FOOTBALL MANAGER

65%

This is it! This game is the pioneer of all management games on the C64, and the game whose ugly head always rears up when anybody is describing how good a modern one is. It is also the game that I can blame countless sleepless nights upon.

Although, looking at it all these years on, it is crude, dated, and in no way comparable to such classics as Football Director and Tracksuit Manager, way back when the C64 wasn't the best-selling machine at Christmas, this game had everybody hooked (even those that hated soccer). Why? Because it was so damn addictive, that's why!

The management itself was very simple to perform, each player had a skill and a form rating and when added to areas gave an overall rating which was compared to the opposite team. All you had to do was select your team every week, look after your finances and occasionally delve into the transfer market.

Once all the managerial tasks have been undertaken, it's time to sit back and watch the 'exciting' highlights, which are far from the interactive gameplay that games now promote. They are just a select few routines that repeat themselves in order to convey a realistic footy match (this is poppycock, but you get the idea).

There was a sequel, and yet another one is to come our way, this all goes to show that you can't beat a classic, timeless or not.

RH

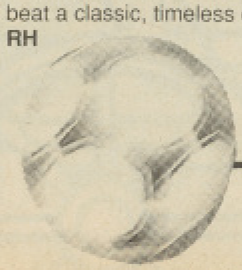
```
                                 TYPE -
Sell/list your players            - a
Print score etc                   - s
Obtain a loan                     - o
Pay off loan                      - p
Display league table              - d
Change your
Skill level                       - l
Change team or
player names                      - c
Save game                         - k
Restore saved game                - r
        Press SPACE BAR to c
```

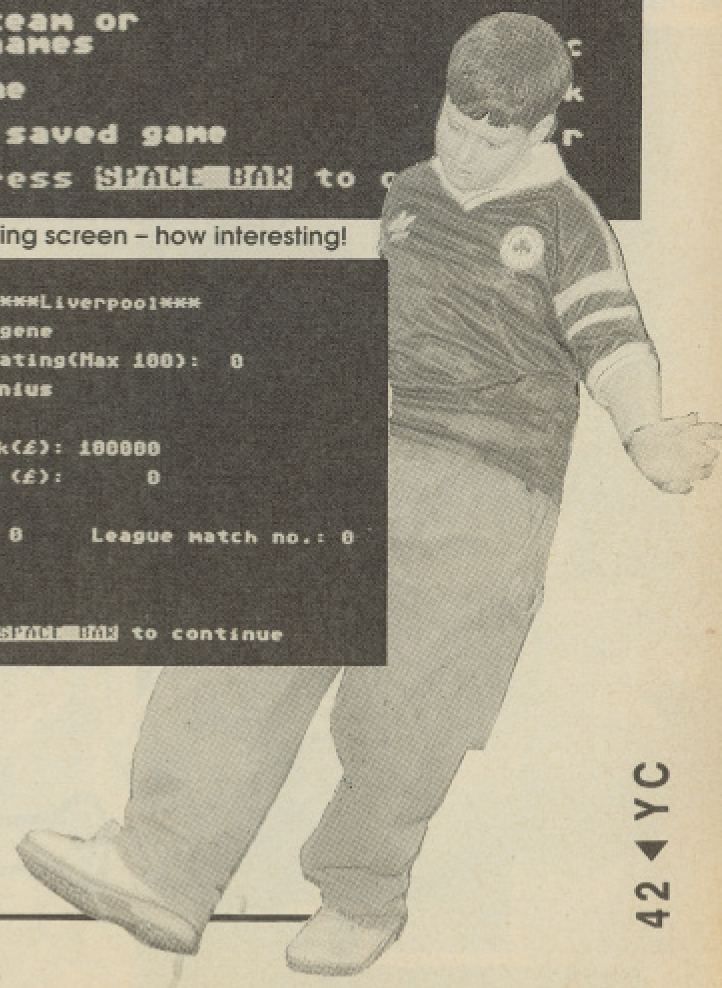
▲ The main viewing screen – how interesting!

```
          ***Liverpool***
Manager : eugene
Managerial Rating(Max 100):  0
Level:  7 Genius
Seasons:  0
Money in Bank(£): 100000
Money owed   (£):       0
Morale: 10
League Pos.: 0     League match no.: 0

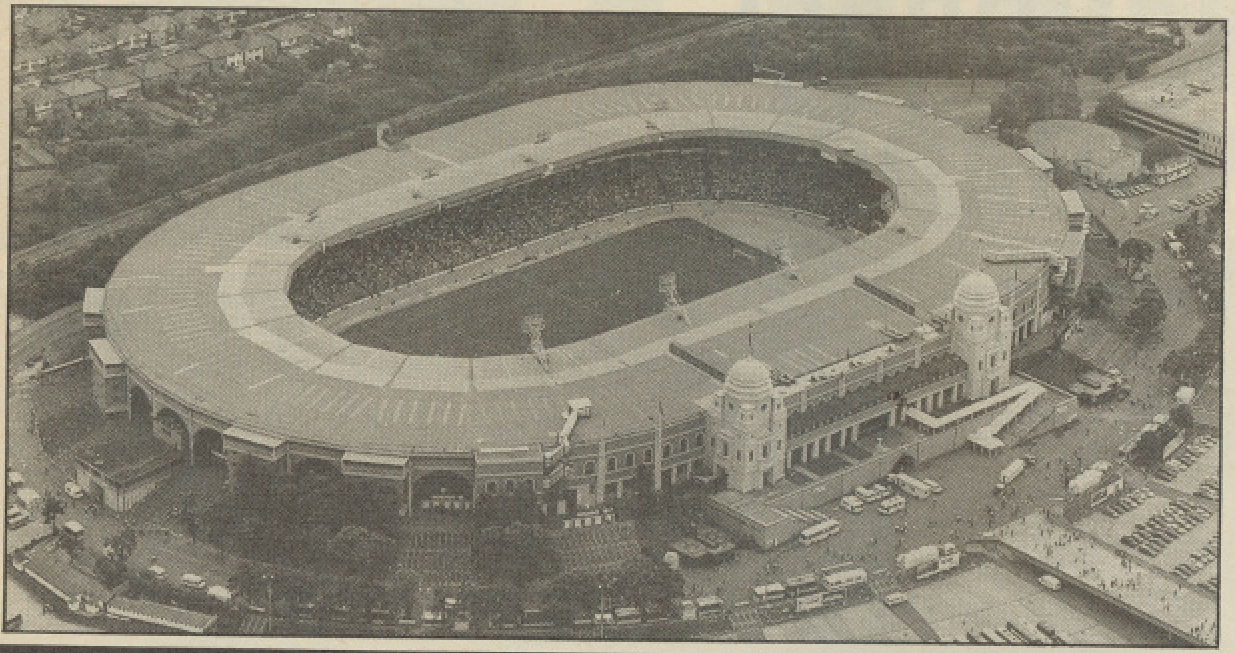

     Press SPACE BAR to continue
```

▲ The management screen.





WEMBLEY
VENUE OF LEGENDS



WE'RE ALL PART OF EMLYN'S ARMY...

...We're all going to Wembley! Thanks to Audiogenic, you can come too (well, one of you anyway, and a Guardian or friend to keep you company), and you even get a slap up lunch before hand, we can't say fairer than that.

The Charity Shield is the competition in question, which basically belongs in Liverpool (oor Emlyn's old club), but at this stage in the season it could be between a plethora of exciting clubs. And we invite you to join the editor of this fine organ and the Public Relations person for Audiogenic in the press box on the big, BIG day (these tickets don't come cheap).

As Audiogenics's next big release is Super League Manager, what we'd like you to do is examine the list of Superteams below and match them to the country in which they are based. If your entry is drawn out of the hat on June 30th you and a Guardian/friend will be eating peanuts and shouting "Hoorah" with us.

THE TEAMS

1). AC MILAN
2). BARCELONA
3). LIVERPOOL
4). RANGERS
5). FC PORTO
6). BAYERN MUNICH
7). PSV EINDHOVEN

THE COUNTRIES

A). HOLLAND
B). ITALY
C). ENGLAND
D). SPAIN
E). SCOTLAND
F). WEST GERMANY
G). PORTUGAL

Send your entries to:

**'I'd Like to Shake my Rattle' Compo,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST.**

Normal Compo Rools Apply!

Compo Compo Compo Compo Compo

LUVERLY KIT!





Thanks to Krisalis, the YC funky guide to footy offers you the chance to win a complete Manchester United replica strip. All you have to do to get your hands on this luverly prize is send us a sealed envelope (or dirty postcard) with your name, sizes and answers of all three questions below, by June 30th. If you're drawn out of the hat after this date then you get the goodies, right?

1) What is the nickname of Manchester United?
a. The Red Devils
b. The Def Rebels
c. The Ref Dabbles

2) When was the last time they won a trophy?
a. 1909
b. 1985
c. They have never won a trophy

3) What position did they finish in the League in the 1987-88 season?
a. 3rd from bottom in the fourth division
b. 11th in the first division
c. They won the league

Send your entries to:

**'Manchester Utd is not in the same league as Sutton Utd' Compo,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST**

Normal Compo Rules Apply!

EMLYN HUGHES INTERNATIONAL SOCCER

97%



Supplier: Audiogenic

This is no mere 'run around the park and hope that you score' type of game. It not only features the best arcade section ever seen on the C64 but its longer term playability lies far deeper than that.

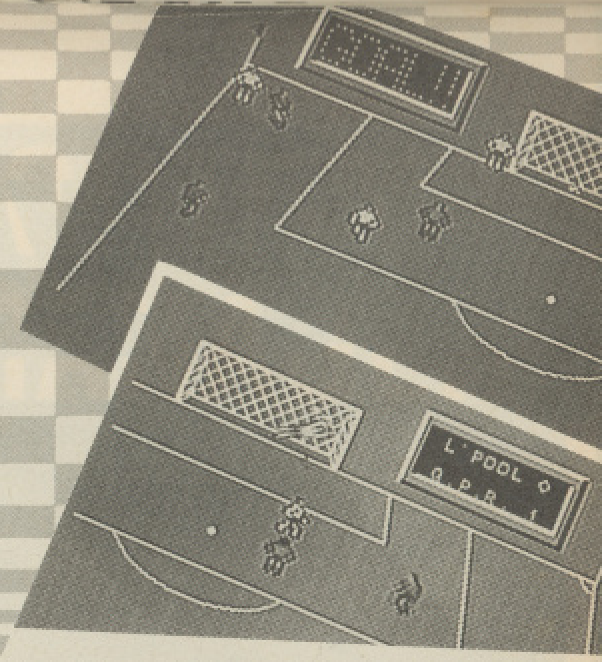
Being a side-on view game, it relies on its flowing movement and strategical gameplay to captivate, rather than just pure speed, although when it comes to fluidity of the scrolling and sprites there is no other game currently available to match it.

On the field it offers much more than the average, with sliding tackles, fouls, penalties, backheels, and diving headers (among others), but it is the playability that is most impressive. Although the players sometimes seem if they are skating around the park they are able to pass the ball superbly, on the ground or using a casual chip. The goalkeepers can be manual (completely bonking craze...) or computer controlled (far safer) and move just like Neville Southall (if his shorts had too much starch in).

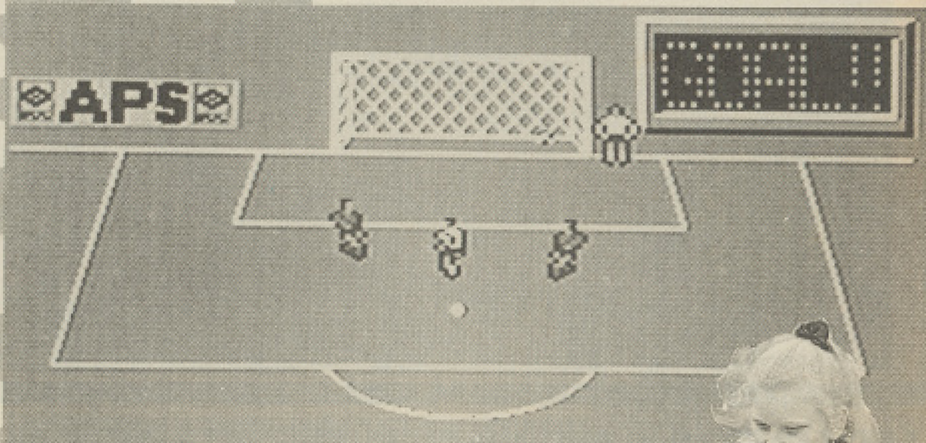
But this is not all (gasp!) there is also a reasonable attempt to include managerial strategy in the shape of options. You can not only choose the colour of the pitch, the players shorts, the team names, etc, but each player has ability level which you can set (along with the difficulty levels of the game), therefore allowing a novice to cascade through the honours, or a more hardened footy fan to be



PETER SHILTON'S HANDBALL MARADONA



Supplier: Grandslam



Although the title suggests that this game is based on the infamous handball incident of the 1986 World Cup Finals, this is a tad naughty. You may be surprised to find out that this is really just an arcade-like simulation of goalkeeping. And an uninspiring one at that.

It was the first Grandslam release (then a subsidiary label of Argus Press Software) and luckily was not a taste of things to come. It wasn't the game that was so bad, just the idea, because it would be very hard for someone to get engrossed in such continuously dull gameplay.

The idea of the game is thus: You are a goalkeeper, you must keep your goal, and that's about it. There are no cups to be won, no incentives, apart from progressing through levels, and the only difference in the levels is the variety and complexity of the shots that rain in.

The presentation is nice, and the graphics are reasonable – they move well enough, and the goalkeeper sprite dives almost realistically – but unfortunately, even at the time that this was released, the game just does not cut it. The extravagant title is possibly more fun than the game itself.

RH

46%







TRACKSUIT MANAGER

FUN★1

86%

Supplier: Goliath Games

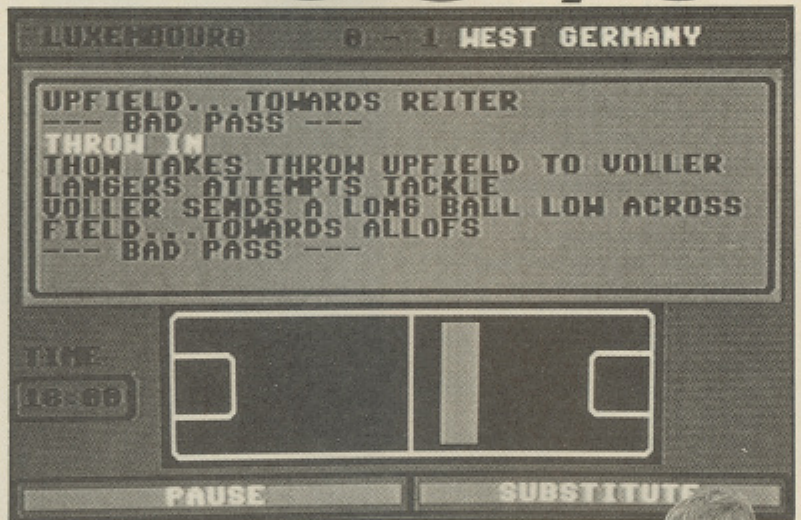
This was our Game of The Year in 1988 and rightly so. It's been acclaimed all over the shop as THE best management game ever, and although I disagree, there is no doubt that it is one of the most playable.

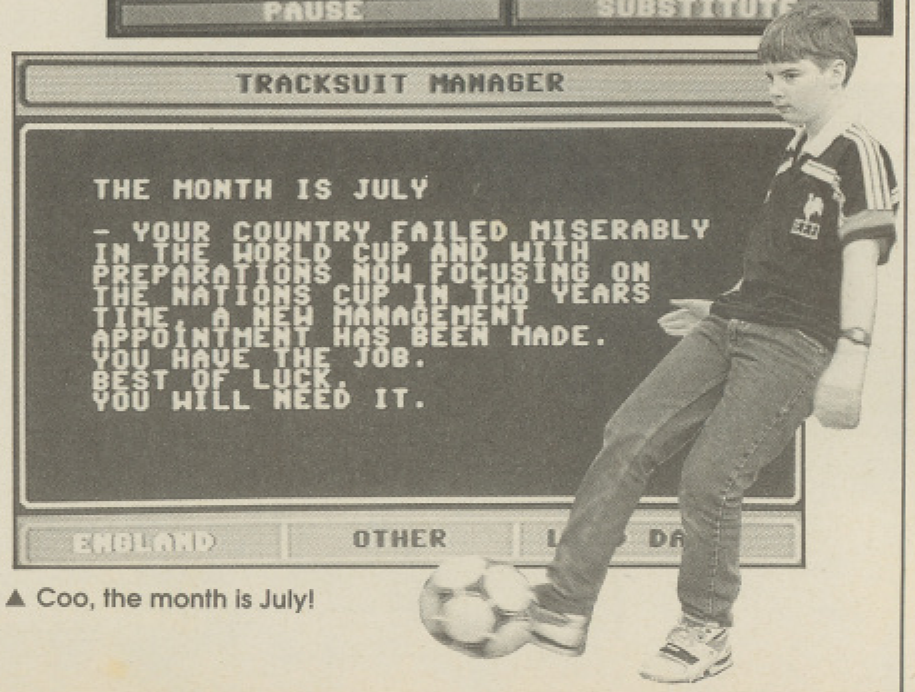
For once the setting is an international one, and not some backstreet non-league outfit. This is the big time, and you are the man at the top. Before you can plunge straight into the arena, you need to select your squad from literally hundreds of available players. And tours, and friendlies need to be arranged in order to test your team.

Once this is done it is time for some real funky footy,with both the World Cup and European Championships to be won, and that's about it. The normal day-to-day jobs have been left to your back room staff, all you need to concentrate on is winning honours.

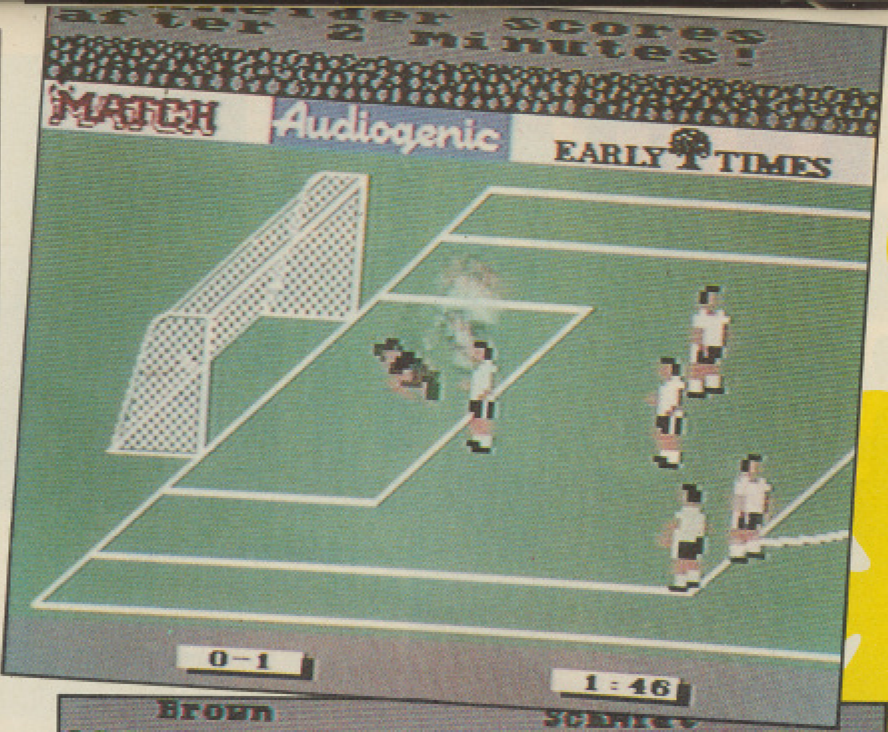
Tracksuit Manager is impeccably presented with every menu being concise yet very simple to understand and use. The entire game is controlled by joystick or keyboard in a sort of mouse option, and the matches are so well detailed in the features you can choose that it promotes years of campaign playing.

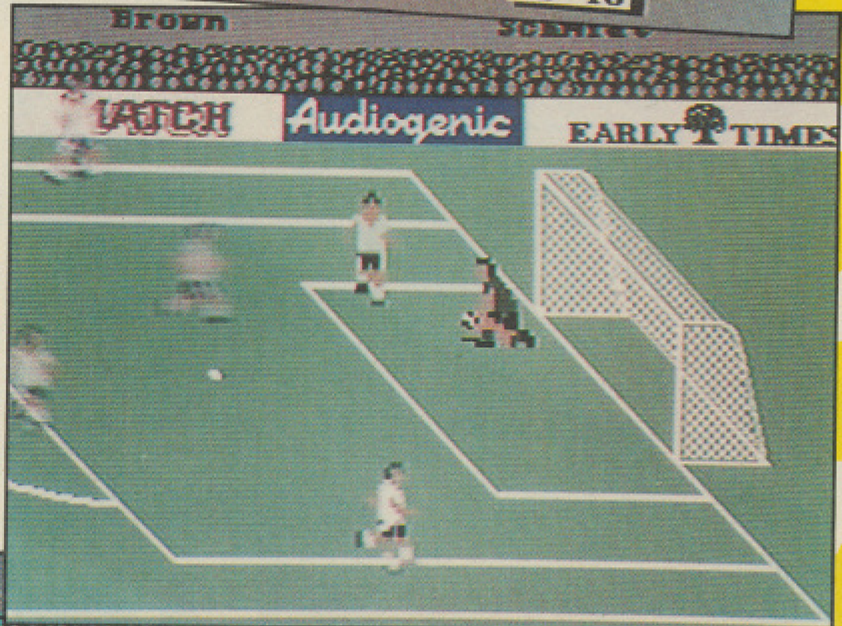
It is not the best management game every (in my estimation), but it certainly comes close, perhaps a sequel is in order.
RH





▲ Coo, the month is July!







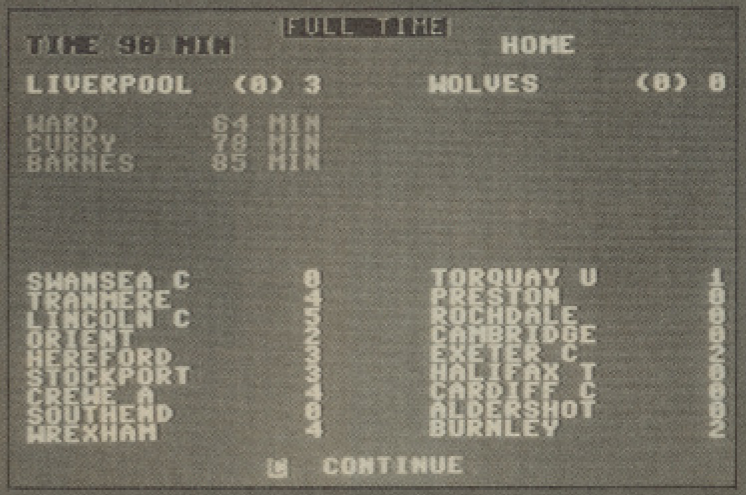


presented with a tougher challenge.

Many people laugh at the name attached to this game, but remember, Emlyn Hughes was once the captain of both Liverpool and England and he lifted more honours than your average superstar. Also I'm a big fan of his, and I believe that Emlyn Hughes International Soccer matches up his impeccable playing career.
RH

FOOTBALL DIRECTOR

YC FUN ★ 1



▲ Naturally!

Supplier: D & H Games

Now this is the game which I would be quite proud to announce as the best of the C64 management games. It has everything that a good piece of software should have and it will take some time to find anything better.

It is not just the complexity in the options you can perform, but also in the fact that is very simple to get into, but I'd recommend that you at least have a rudimentary knowledge of football and management style games. Upon starting you find yourself in charge of a fourth division club, and the daunting task of having to climb your way to the top of division one.

This is not easy, and will not take an afternoon, or even a week, nope it's time to get lots of cups of coffee in because you're gonna be up for a month! It follows the normal kind of skill level based system which is very popular amongst the footy management games today, and works in a much better way than ever before. The transfer market is quite concise, but serves a more than amiable purpose.

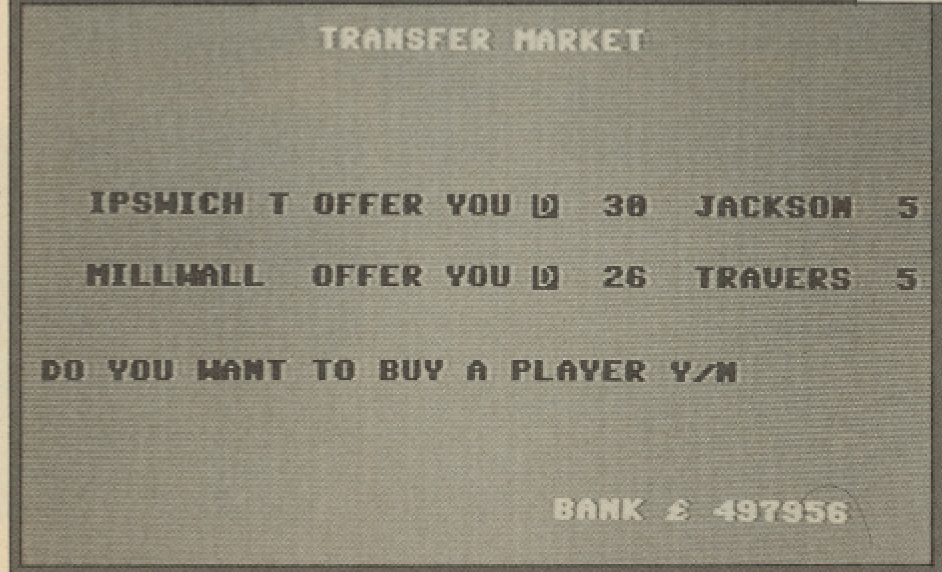
The other options that it offers though, is quite a stunning array. There is almost every cup competition that you can imagine (apart from the Zenith data Systems cup), and such more diverse things as youth teams and crowd violence.

The game is far too enormous to cover here, but even better news is that there may be better to come in the way of the sequel (which is already available on the 16-bit comps).

RH

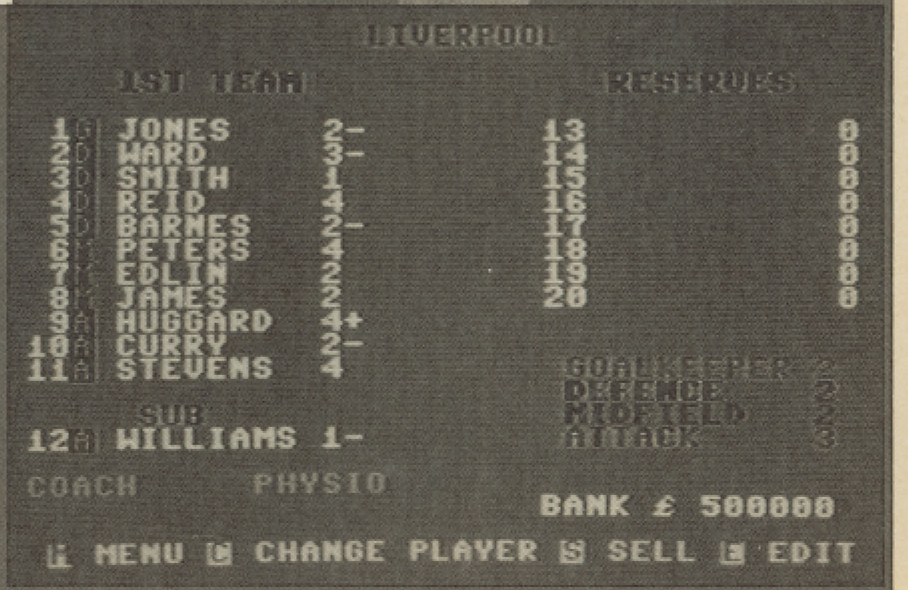


▲ The west Germans are certainly improving!



▲ Don't buy him until you see the white of his wallet!

93%



WHO FRAMED ENTERTAINMENT INTERNATIONAL?

He's Back. Yet another astonishing YC world exclusive! The weird... The wacky... The wonderful...**Simon Power** has been dragged out of semi-retirement to write almost exclusively for the fun magazine. You read his stuff here, and you read his stuff FIRST.



"Travelling down to that oasis in a jungle full of naked women – Basildon, on a mission to meet the jolly nice people at that good ol' sunny Entertainment International software house," He muttered to himself with glee.

"Visions of a depressing looking pre-fab corrugated yukky, "I wouldn't run a business from their image' started to appear in my mind.' He continued merrily.

"On arriving at launch pad 3, parking my new little run around, I drew, from its sheath, my blade and started to hack a path through the ruffage to the Entertainment International front door.

"Shock, horror, gasp, wow, could I believe my eyes, is this really happening to me, etc. etc. all that crap. These people that gave us such visual delights as Space Ace and Dragon's Lair are, and this is as true as all the puns about the Pope relieving his bowels in the woods, animated. Its true, all the guys and girls that work there are cartoons. Rog. Rabbit step aside, the Entertainment International team is here!" Becoming over zealous he falls from his seat in convulsions.

"All are cartoons or 'Toons' except one. And her name is Goldilocks... Sorry wrong story. Her name was Marisa. Marisa wants to be a shark one day, or a dog called Rex (More of that later) but is quite happy for now to deal with all the annoying interviews with the press."

"Marisa is as scrummy as a bowl of cherries on a cold winters night! And was extremely keen to pass on lots of hot juicy information about the goings on in their camp. So here goes. All you ever wanted to know about the people who put out games under the Empire and Titus labels." Please forgive him for the rather corporate last sentence.

"The company was founded in October 1987, by two happy go lucky toons – Simon Jeffrey and Ian Higgins. Operations began in a small dark, dismal back room, but being fun toons who liked to boogie on down to the latest hot beat they soon had the place rocking.

"In between all the partying and food fights with their toon buddies (it is rumoured that one of these such chaps is Sir Bugs himself.) They managed to start producing some amazing action games for all Commodore machines (C64, Amiga and PC)."

"The first game was under the 'Titus' label and was 'Crazy Cars'. 'Crazy Carts II' was soon to follow, which gave them their hottest, fastest, slickest, biggest seller to date. 'Crazy Cars I & II' still sell on the budget label 'Hitsquad' and give the player a chance at smashing up a BMW, Porsche or a Ferrari, while trying to see some of America's biggest and bestest tourist hang-outs. Speed is the name of the game – which was so addictive even the Government tried to ban it!!!" He becomes hysterical and raises his voice to an extreme level.

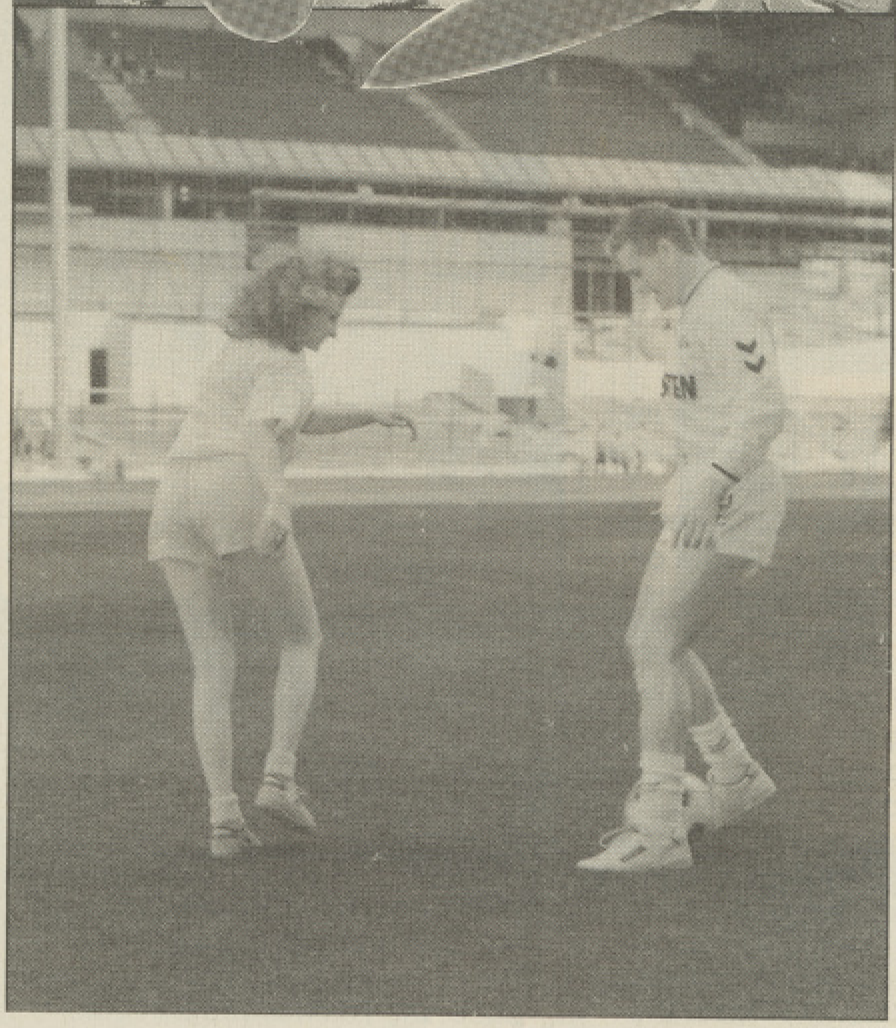
"But will the 'Crazy Cars' duo soon be flung from the Entertainment International number 1 spot? They seem to think so because, they have what is going to be the early sensation of the nineties. Due for release in the beginning of March is the game that will hit the nation harder than a gale force wind. It is so exciting that even the band of merry toons who work there can't stop playing. After the game was first seen by them, a party bigger than no other resulted – which was the biggest, the best, the longest and the loudest one ever... The label is Titus – the game is Pipemania." A squeal of excitement emerges from him as his tale is told.

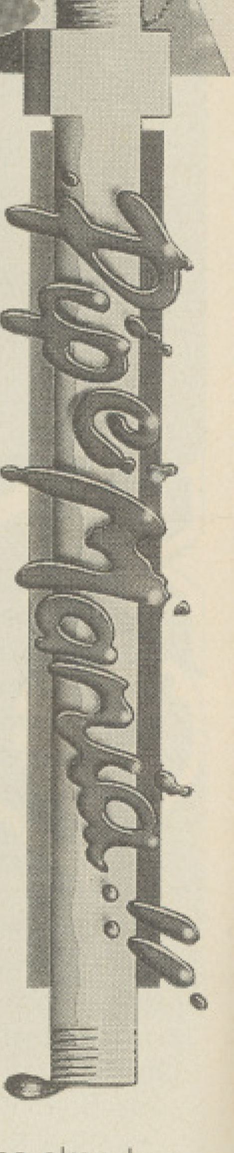
"Okay, so maybe that is a slight exaggeration. Maybe the party didn't last as long as I implied. But, what the hell. The game is good – I should know – I've played it, so there. There's no need to be jealous though. Old Uncle Simon will tell you all about it." He begins to calm down.

"The graphics are neat and are what some may call – simple. The background music could become a little annoying with time. But we all have volume controls on our monitors or TVs. The gameplay though is spot on. The idea is to connect together large amounts of drainpipe. 14 pieces in all have to be fitted together in order to clear the screen."

"Sounds simple? Well it isn't. The pieces you are supplied with don't automatically attach to the already laid pipe. And the yukky gunk which runs through will soon spurt out of the end and ruin your chances of ever smelling reasonably decent again. Pipemania was shown to the big bad gun-slinging guys who own America's huge







Pipe Mania!!

Lucasfilm software label, they were so shot down by its addictiveness that they offered to help in the programming of it. Making it an even more awesome bit of entertainment," he breathes heavily.

"With Gazza (who in their right minds calls somebody Gazza) still doing well promoting 'Gazza's super soccer' (Gazza is not a Loon). which is Entertainment International's stab at the Pooty game field under the Empire label. And 'Space Ace' taking the fifth place in the Christmas chart – while only on one format, Amiga, who knows what these amazing toons will do next." he says in a fatherly tone of voice.

"With a good selection of adventure, role-playing, car racing, footballing, Piping and cartooning games under their belt – anything could appear. But what ever it is, however it looks, it's bound to sell.

"The toons have got it right this time. It seems that they can find time in-between all the mega film making with old Bob. H, and Rog. R., the partying with marvellous Marisa, and gameplaying of Pipemania to keep all of us – the punters – happy." He finishes with a sigh of relief, removing himself from the large tree and climbing back into his snug looking bed.



Here comes...Ten...Amazing facts about...the marvellous...the mechanical...Marisa Pauwels.

NUMBER ONE – Marisa eventually wants to be a man – preferably hunky – preferably named...Clint Eastwood.

NUMBER TWO – Marisa, being slightly corporate, cuts her toe nails in the bathroom.

NUMBER THREE – If Marisa could be a fish, she would be...A Shark. Why? Who Knows?

NUMBER FOUR – Marvellous Marisa doesn't own a computer. (Tut, Tut)

NUMBER FIVE – Being sweet natured (who is she trying to kid?) Marisa would like to smell like a rose.

NUMBER SIX – Marisa was born in Belgium.

NUMBER SEVEN – Marisa prefers Mexico.

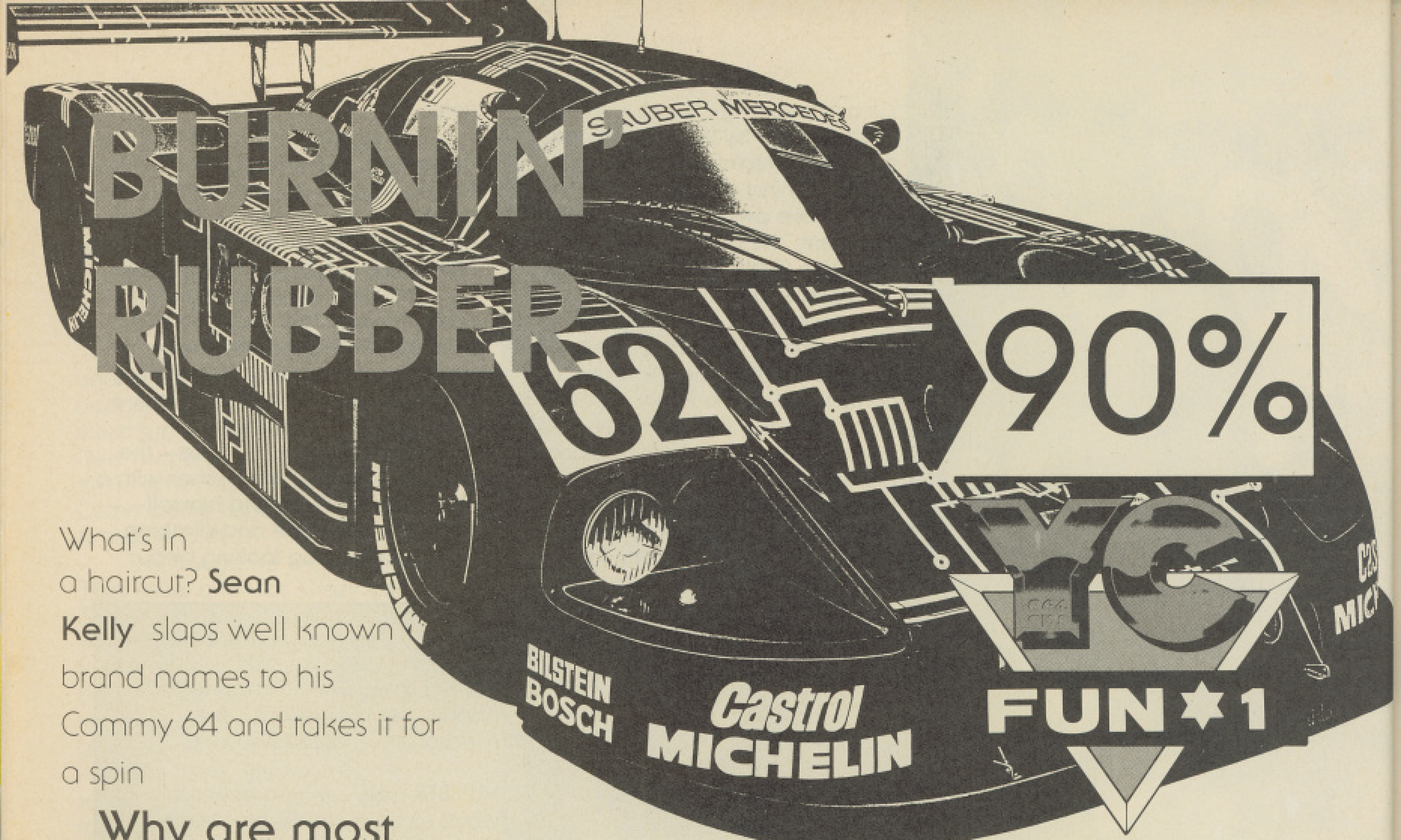
NUMBER EIGHT – Marisa is good chums with a dog named Rex, who lives in Belgium.

NUMBER NINE – Marisa's favourite TV AD is the Guiness series. Which stars some bloke who once appeared in a nondescript movie about a hitcher.

NUMBER TEN – Marisa is extremely cute, and very cuddly.



BURNIN' RUBBER



What's in a haircut? **Sean Kelly** slaps well known brand names to his Commy 64 and takes it for a spin

Why are most racing drivers boring old farts?

There was a day when most Formula One racing drivers would be getting down and partying down every minute they weren't hacking round some track at several hundred miles an hour. Those were the days, off with the helmet and gloves and down to some serious liver abuse and lechery without so much as by your leave. But not today. Oh no, missus.

For a kick off, have you seen the haircuts on most of today's drivers? Let's be honest, people zipping round tracks at hyper speeds should have a serious fixed sneer and go faster stripes razored into their ultra-short megahip haircut. But what do we get? Hairstyles that look like they were bought as a job lot down at the 'Bobby Charlton realistic Wig Emporium'.

And as for Nigel Mansell... Well, I mean, I really admire the bloke, but what does he do for a hobby? Bite the heads off live guppy fish, perchance? Bear Wrestling, maybe? Blindfold lion taming? No, he's a voluntary copper on the Isle of Man, and drives buses for London Transport commercials. Some of them even play golf!!! Pah. I blame Margaret Thatcher.

Rubber Thrills

Fortunately, Commy 64 owners don't have to rely on the driver's off-track antics to keep them entertained in the months between the racing seasons. There's absolutely billions of hot poop racing games out there just waiting to be revved up and racing on the Commodore 64, and YC now gives you an ultra authoritative guide to the burnin' rubber thrills to be had this side of Silverstone.

Of course, racing games fall into two categories, easily distinguished by one factor. Gears. For some reason, the 'People Who Design Software' seem to think that if it's an arcade game, the maximum number of gears a player will be able to handle is two, high and low. Simulation drives, however, are allowed to have anything up to six. Why??!! It's the same people playing both! Oh well, I suppose it makes them easy to distinguish. This is a selection of both types, re-evaluated 1990 style, with the usual marks. Are we kind or what? Start your engines gentlemen...

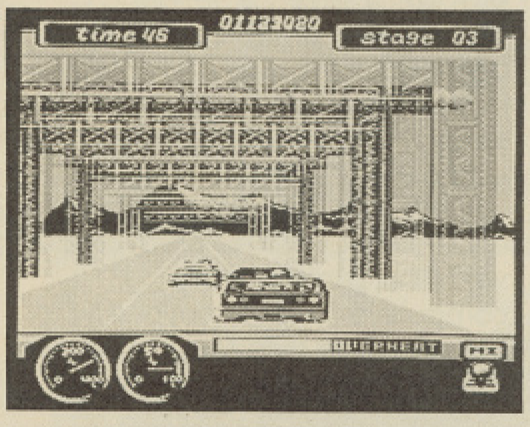
Turbo Outrun

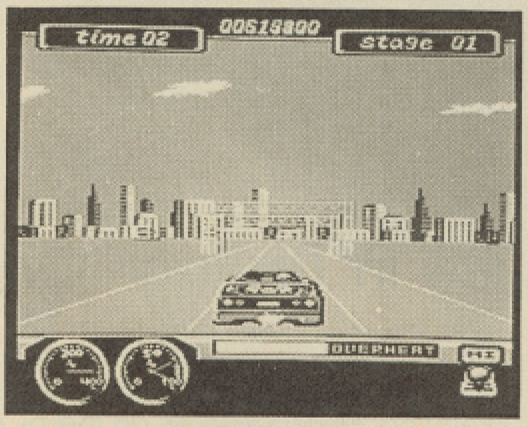
This one came out around Christmas time, and is a conversion of the old arcade favourite. There's no scenario as such, just the usual, 'drive very fast for no apparent reason Guv'.

Two gears only, but a sooper duper turbo boost just when you need it to kick copper ass as the plods attempt to stop you speeding. Turbo Outrun is a hyper fast zip across America, taking in snowstorms, starry skys and stunning sunsets along the way. Every five stages you are given a massive points boost, and the chance to tool up your engine with a better engine, turbo or tyres.

The megaprogrammers at Probe put this one together, so it's no surprise that it's actually a pretty hot poop conversion. The scrolling is amazingly fast, and the size and speed of some of the trackside objects as you whiz past them are absolutely stunning. There's a real impression of speed created, loads of tunes, and all of them are brilliant.

My one pico complaint is that it is, if anything, a little too easy, and I got about half way along the whole track on my first half hour session. That apart, Probe and U.S. Gold are to be congratulated on an absolutely brilliant conversion.





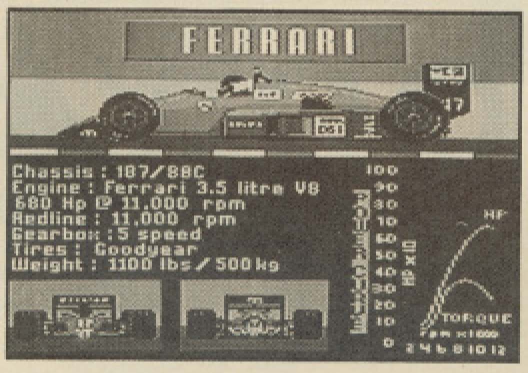
90%

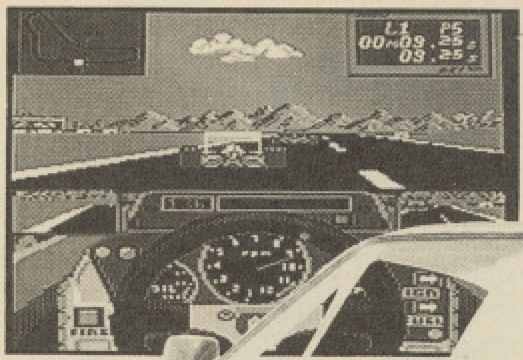
Grand Prix Circuits

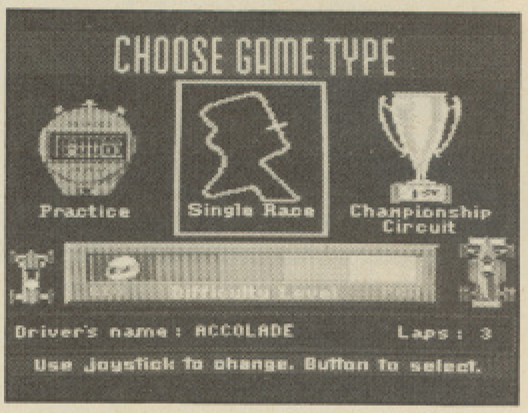
This is a several gear race, and is a simulation rather than an arcade game. Don't let that put you off though, 'cause once you are racing the adrenalin will be pumping like crazy. There are five levels of difficulty, and a choice of three cars is offered, the Ferrari being the easiest to handle. Being a fan of Nigel, if not his haircut, this is the one that I went for. Competitors can take part in either a single race or a full season made up of eight races. Next it's onto the track to qualify for the race and determine your position on the grid, then it's down to racing.

I first came across this game in its Amiga format last year, and that version was absolutely brilliant. The Commy 64 version, dating from 1988, is also fab. The actual racing is the perfect balance between arcade style hacking along the track, and the more testing simulation style driving on the corners and when trying to overtake. It's difficult, but there's nothing as much fun as overtaking the race leader and shouting 'Eat rubber tread Mr. Johnny Hotpants Racing driver', at the monitor as you do so.

It takes a bit of getting into, particularly the ultra sensitive steering, but once you've been playing it for an hour or so, you'll find it difficult to put down. This is my favourite racey game of all time, and the Commy 64 version is every bit as good as the other versions that are around. Tons of thought have obviously gone into providing as realistic as possible a version of Formula One racing as you're gonna get. It's fab.



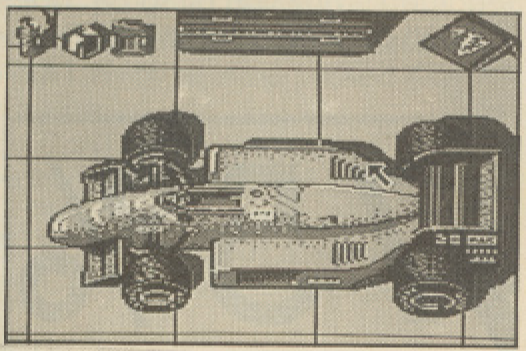




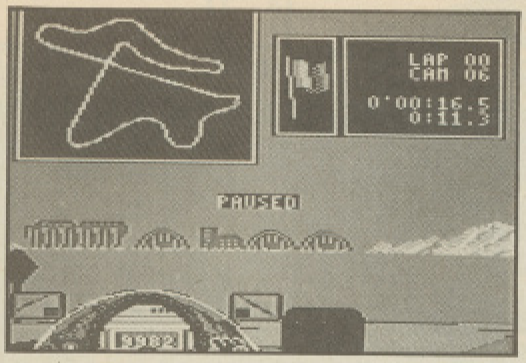
63%

Ferrari Formula One

I've included this one because it's one of the latest to come under the starters orders. In addition, my view of it seems to differ from everyone elses, and there's nothing like a bit of arguing to keep reviewers happy for hours when they meet up at the various shows. Like Grand Prix Circuits, this one's a simulation rather than an arcade racer. It goes even further than GPC however,







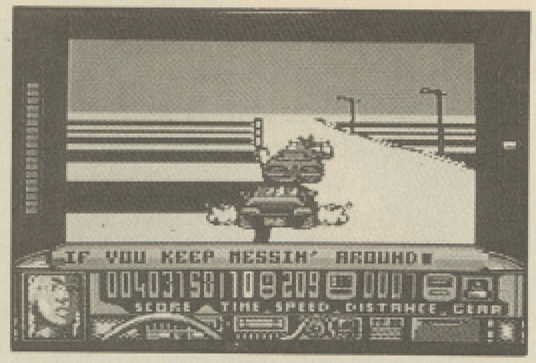
and attempts to take in the whole of a typical season. Thus the player has to test and modify the car between rounds, participate in the four hour practice session and literally plan the whole of the season. There's absolutely loads of options, too many to list, but they include checking for wind resistance, altering the engine components, altering the tyres – just about everything.

Unfortunately, in the attempt to squeeze as much realism in as possible, it seems that rather a lot of the playability has been left out. The actual arcadey bit, the driving, is horrible the screen seems to update about twice a second, and there's no real impression of speed, and apart from the loading tune, the sound is horrendous. Even with the disk version there's a lot of waiting and disk flipping, and I don't care to imagine what it would be like on cassette. A creditable attempt to provide an insight into what real Grand Prix racing is like, and a highly regarded simulation by some. Not enough playability for my money though.

75%

Chase HQ

Another arcade conversion, this time courtesy of the programming pixies up at Ocean. This one has almost got a scenario! You are a traffic cop armed with an armour plated Porsche, with the aim of clearing the roads of naughty criminals. They seem to drive similar cars to you, so catching them can be a mite troublesome, but you are armed with a hot poop turbo which can be blimmin' useful in your pursuit of perps. You chase them up hill and down dale, round the corners and along the road, but



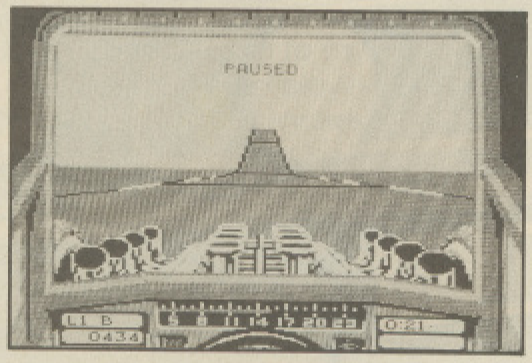
when you catch up with crims, you 'arrest' them with a difference. Not for you the 'Excuse me sir would you mind pulling over thankyouverymuch' of the average traffic cop. No way. You ram, smash and crash them off the road, trying not to take too many civilian cars out while you do it.

As a conversion of the arcade machine, this one isn't too bad at all. The graphics are good, and the cars are pretty huge. The scrolling isn't too hot, however, and there isn't a stunning impression of speed. Again, like Turbo Outrun, it does seem a little easy, and I suspect that having paid a tenner for it, there'll be quite a few that'll finish it within a couple of days.

92%

Stunt Car Racer

This one is an arcade game. Well, it's a sort of simulation. Erm... it's a bit of both really. You are in a league with two other drivers, and must race both drivers in turn on two tracks. Should you win your league, you progress to the next, with two tougher drivers and tougher tracks. The tracks are the sort of thing you'd find on the average rollercoaster, with huge chunks of track missing. They go up, down, very high up, very low down, and from very very high to very very low in about two yards, making it a totally sick making trip. There are four leagues, making a total of eight different tracks and



erm... fifty seven... no, hang about... twelve drivers. This one's a bit different from all of the others, in that the graphics are vectors, surely the future of the fastest racing games.

The 'car' is rendered pretty well, and the track moves pretty fast as well. This game is really compulsive, and for anyone who wants arcade style speed and fun, mixed in with some seriously difficult tracks and situations, it simply can't be beaten. How about an 'extra tracks disk' MicroProse, or Stunt Car Racer too? Aw, go on... please... pretty pleeeese.

Still in Testing

Not content with that lot? Well luckily for you the future holds some pretty hot poop releases on the ol' Commy 64 racing front. Amongst the forthcoming attractions are, for example, Drivin' Force, by Digital Magic. Drivin' Force allows you to race all sorts of vehicles, from formula One cars to Wetbikes, round loads of Power Drift style tracks. This one is a megahit on the sixteen bit machines, and Digital Magic have been inundated with requests from dealers for a Commodore 64 version. At the time of going to press it was still in the very early stages, but it's bound to be a corker if it's anything like the other versions.

Hard Drivin', the arcade licence converted by Domark, should be hitting the shops at about the same time as this issue of YC. Most of you will be familiar with the arcade version, in which you hack around various tracks and smash into cows, amongst other things. It'll probably be a pretty hot conversion, but one criticism of other versions has been that it's a fairly easy to complete and doesn't hold much appeal once it is finished.

Who's to say what's going to happen beyond that? No doubt someone like Ocean will be announcing the rights to Chase HQ II at some point. And another thing, Super Monaco Grand Prix has been around in the arcades for last six months now, and no one has announced the license. Whassamatter folks? Too scared of such an awesome conversion task? At least let us know who's got he home conversion rights.

DOWN IN THE DUNGEONS

The YC lads truck down to Chislehurst, wave rubber swords and plod back to the skip! Photography by (**Paul Brown**)



▲ **Rik and the two Martins act pensive for the camera**

The Labyrinthe is a live roleplaying system based in a real cave complex in Kent. Live roleplaying is like playing a fantasy game for real. You take the part of a warrior, wizard, scout, priest or whatever and play them as if you were that person. This extends to the casting of spells and all of the combat your character gets involved with.

No more will the chance of success or failure depend on a dice roll. If something goes wrong it's because you made it that way. The intrepid YC team of Adrian Boris Pumphrey, Rikki Tikki Henderson and the infamous Eugene "Chainsaw" Cotter-Cairns descended upon Chislehurst with reinforcements to give it a bash.

There is little actual danger involved in live roleplaying. The weapons are generally a combination of carrymat and silver tape and are on the most part safe. Reckless blows are not permitted, nor is misuse of the shield. The worst you can do is run into a wall or trip over. The caves are very chalky though so you'll need to take old clothing. Costume can be as elaborate or as simple as you wish. It's you character after all.

First timers will be given a training session and a lesson in safety. The age limit of sixteen will be strictly adhered to but younger players can arrange special dungeons. Don't go expecting to be half hearted about it – you're in and involved 100%. But the emphasis is definitely on roleplaying enjoyment.

The adventure, as told by Cornelius the Grey Wizard

As I entered the town of Emyron, travel weary and in need of refreshment, I noticed that many wanderers were heading towards a dingy tavern called the Skull and Ferrets. Normally I avoid such watering holes; but this one seemed to have a certain character about it. Anyway, I needed work; cash is essen-tial to any adventurer.

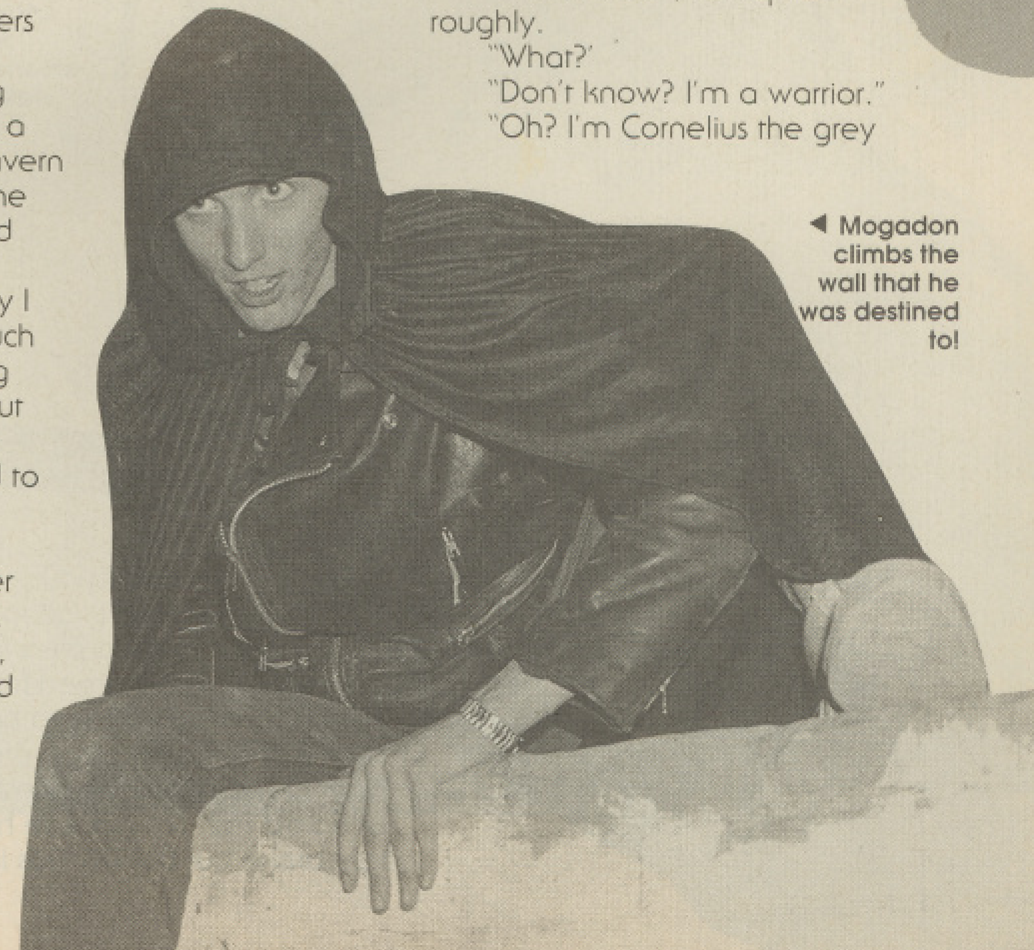
I entered uneasily. It was unlikely that anyone in here was a match for my power but anyone could get in a lucky shot. I found a table, empty but for a burly warrior clad in furs. These seemed worn and thin, cut in many places; unlikely to offer any real protection. And why not – he could have easily snapped me in half given the chance. He eyed me suspiciously, and I smiled disarmingly in return. To put him as his ease I asked him his name.

"Don't know", he replied roughly.

"What?'

"Don't know? I'm a warrior."

"Oh? I'm Cornelius the grey



◀ **Mogadon climbs the wall that he was destined to!**

Wizard."

He gave a little whimper and got up to sit at another table.

Noting this with interest, I looked around at the other occupants of the tavern. There were another couple of warrior types, including an Eastern fighter called Kintaro, one or two priests, a smelly Half Orc called Gonad and a Hobbit. This little guy must have about 5' tall and introduced himself as Slytooth Daggerpickens.

The atmosphere was quite easy once we got chatting. However the air was broken by the entrance of a strange wizardly character. he walked in and I could almost see his aura of power. He said that his name was Sardis and that he needed a party of adventurers. An earthquake near the town of Mange had uncovered an ancient scroll. This needed bringing back and we were offered the sum of 150 Grulls per person. This price was too low for me so I negotiated a fee of a new spell rune.

The others were quite happy with his offer so off we went. He gave me a map which detailed the location of Mange and the Clueless Cavern where the scroll was known to be. It took us several hours to reach Mange. Having been forewarned about a group of extremists called the Arrow we were suspecting trouble on the journey, and we found it. A man ran up to us and threatened to sell us out to the Arrow, unless we paid him large sums of money. We soon chased him off though.

Approaching Mange, the Half Orc began jumping up and down and making pleasant snuffling noises. When we asked what he was up to he said "Can't ya smell it?". Then the wind changed direction and the stench of rotting corpses hit us. As if to punctuate this smell, three rotting Humanoids approached us. Duckworth the priest rattled off some harsh guttural sounds, paused as if listening, and told us they were undead. At this point DK suddenly went mad! The blows seemed to almost bounce off him as he madly slashed at the living dead.

Once they fell (quite quickly actually) he turned and charged into the rest of the party! We all hit the deck, except for the hapless Boris. He stood his ground. Bonecrunching blows smashed into his shield and the force threw him down. Clearly DK was possessed by an overwhelming urge to crash, bash, scrunch and maim everything in sight; so we tried to calm him down. Eventually his breathing



◀ DK cowers in a corner with eyes full of fear, little does he know, with his fear of the arcane, that the staff which he holds is immensely magical!

slowed and his eyes lost their mad look.

We then heard a plea for help. Three people emerged from Mange, and asked me to heal them from the plague. I referred them to Mogadon the priest and retreated fast! I'm not sure how the fight broke out but DK was in there again, flaying sword and mace wildly. None dared to search the bodies for fear of the plague.

After a while we met a madman. He ambled around playing silly jokes on us, pulling imaginary doves out of people's ears and pretending to do card tricks. But he made the mistake of calling DK stupid so the inevitable happened. While his berserk rage was occurring I crawled away to a safe place.I nearly bumped into Slytooth as he was returning to tell us about the tunnel. Looking at the map I ascertained that it was the right tunnel.

The others eventually caught us up. On inspection the tunnel proved to be very low and dangerous-looking. It also smelt of rot and death. While the priests were administering cures I called a debate. Arguments broke out as to who was going in first! Eventually the Hobbit was chosen as our only scout. After all it was his job. He dived down the hole and began to crawl away. Silence... then three loud explosions and the Hobbit screamed! We heard shuffling noises and he emerged. His leg had been blown half off by some traps and his sword was shattered by them.

The priests couldn't afford to cure his leg as he could still use it. But he wouldn't go back down no matter what we tried. So Kintaro went down instead. He came back very soon and said that he thought there were undead in the tunnel. More arguments. I tried to scare DK into going by shattering a huge chunk of wood in front of him. It scared him but only into a corner. So I went. On the way I mended the Hobbit's sword. I came back once I heard a hiss and saw a rotted face. Ghoul! Joshua confirmed my description of it but the priests were too weak to effect it with their power.

Gonad finally opted to go on his own. DK said "Aw, sod it!" and dived down after him shouting 'Out of the way' – a physical

impossibility! We all began to follow. A few paralysations later we dispatched the ghoul and sat huddled in the tunnel whilst DK argued with a shimmering snake. The argument ended with the snake spraying him with a contact poison while he smegged the git! He felt very ill afterwards as the poison worked through his veins. Faced with the prospect of his death, I forced him to drink five healing potions while the priests cured his locational damage.

DK was up on his feet again, Gonad and I began searching a crypt, only to find a mummy inside a coffin! This undead really shook us up. He hit me in the chest and the arm, and my stiff leather armour only partially stopped the blows. I dodged outside. Meanwhile, a shimmering appeared on the painting of two beings on the wall of the crypt. A figure emerged from the earthen wall of the crypt, a Druidic figure holding an arcane staff. He said that his name was Hendrick, told us to get out then shouted a word of command and a bolt of energy hit DK in the chest!

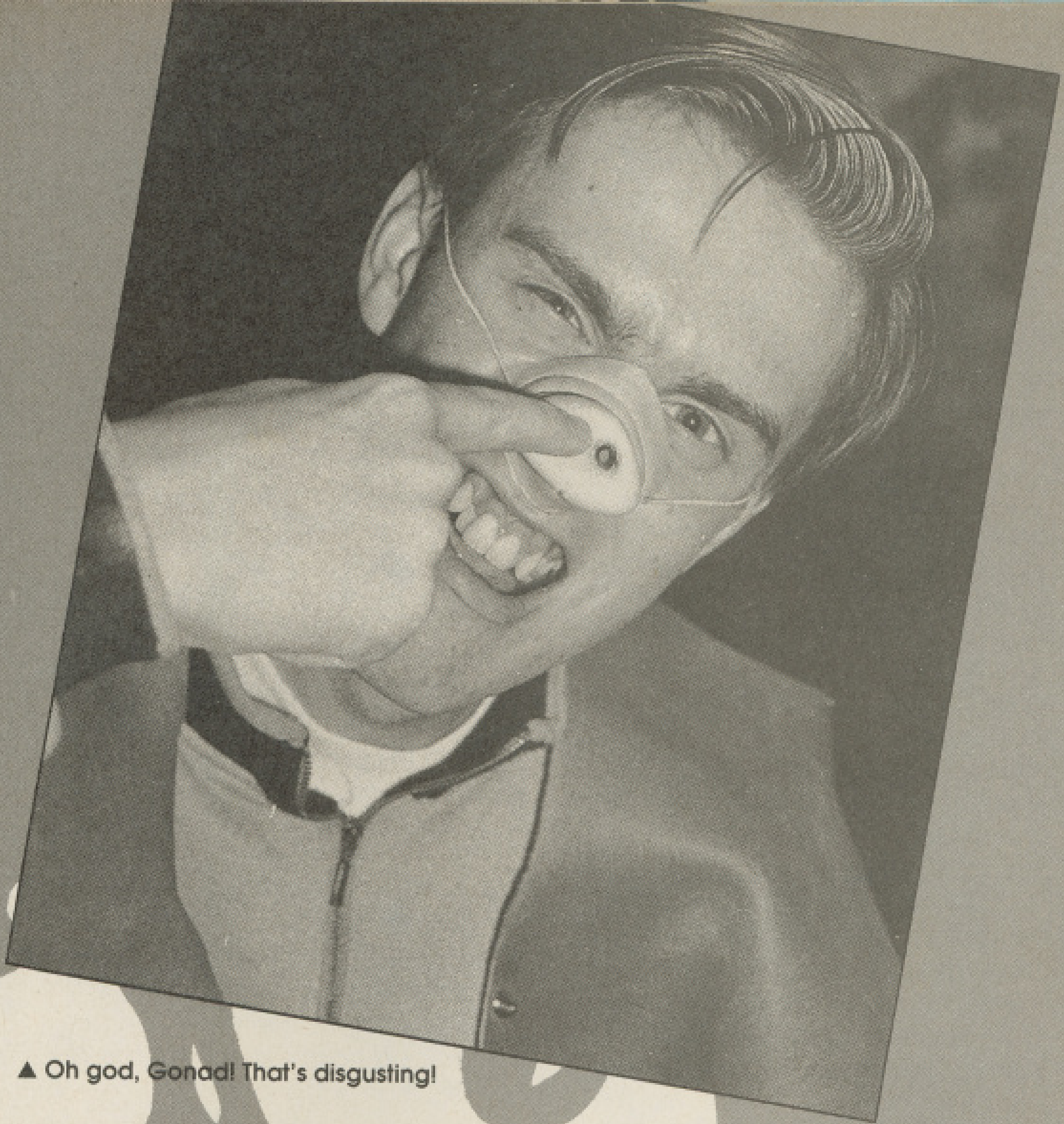
Being of the magic persuasion, this frightened him away back down the tunnel. However, I looked forward to this confrontation – someone to match my powers against. Muttering words of magic I wove a spell of magic armour about myself. Then I gasped in shock as he produced a Gnome – a sixth level spell! This was too much for me to face alone; I cast another spell which camouflaged me with the wall (raising my hand to indicate that I was invisible).

Gonad took on the Gnome in pure darkness with me in support. We soon dealt with it, and the Mummy, the druid was on his own now. Faced with Gonad, Kintaro and me he soon succumbed to the odds. Not before he crippled my arm though. As he fell I used my good arm to grab the staff away from him.

Then it was hunt the priest time. They had all buggered off down the tunnel, except for the Hobbit, who was unconscious on the floor. The priests were out of spirits soon, and I still needed healing, so we all meditated for fifteen minutes.

Having got some power back, they were able to heal my arm. Whilst they ran around healing the others I cast a spell and began talking to the staff. It was quite willing to talk and I found that it held a lot of power, but the quota for today was used up. I decided to hang onto it. Those of the others who were able to walk climbed over a high wall and made their way across a very deep pit. After another meditation it was my turn to follow.

The wind threatened to blow me right down the pit to my doom. I found the others talking to a two-headed monster. This mixed up being kept contradicting itself. After a brief argument concerning the whereabouts of the Kensai a fight broke out. The monster was



▲ Oh god, Gonad! That's disgusting!

▼ Smeg him!



causing damage with one hand and curing it with the another! DK made short work of it. I found a nice piece of treasure. Testing it for magic, I found that it was tenth level plus! It had to be the trigger to a forcewall. And we found it blocking the entrance to another tunnel.

I gingerly touched the treasure against the wall. Success! DK (who hid at the first mention of magic) was looked for whilst Kintaro dived down the tunnel. Meanwhile the priests had cured Slytooth's legs and he was making his way back across the pit. A few others went down after Kintaro then I followed. Yells from Kintaro told us that he was stuck in a giant spiderweb. The warriors began hacking away at the spider which ran away, then DK got to them.

We besieged the spider in it's lair. It soon died, despite some of the warriors getting stuck in the web. I cast a location spell to find the scroll but it didn't work because of the arcane power around me. But Mogadon and I went into the lair and looked for it. The scroll was found but Mogadon got it stuck to the web. I got the staff stuck too! Things looked bleak; but I got DK to berserk away whilst holding the other end. I paid him with two items of treasure I had found.

We got back to Emyron and found Sardis. He was very pleased with our success and granted our awards willingly.

A message from Sardis who is trying to get in touch with Melph, Roger and Wayward. He says to seek out the Watcher on the edge of Forever as he has new information for Heindrick.

In conclusion

We all thoroughly enjoyed ourselves, and anyone who has never tried live roleplaying should give it a go. It's relatively cheap at £6-7 for a three hour adventure, and is great value for money. You can live out your dreams or your nightmares and have a jolly good laugh stonking things with large rubber wotsits.

A free information pack can be obtained from the Labyrinthe club at the following address:-

The Labyrinthe Club (YC),
PO Box 275,
Orpington,
Kent BR6 7SX.
Phone: (0689) 55851





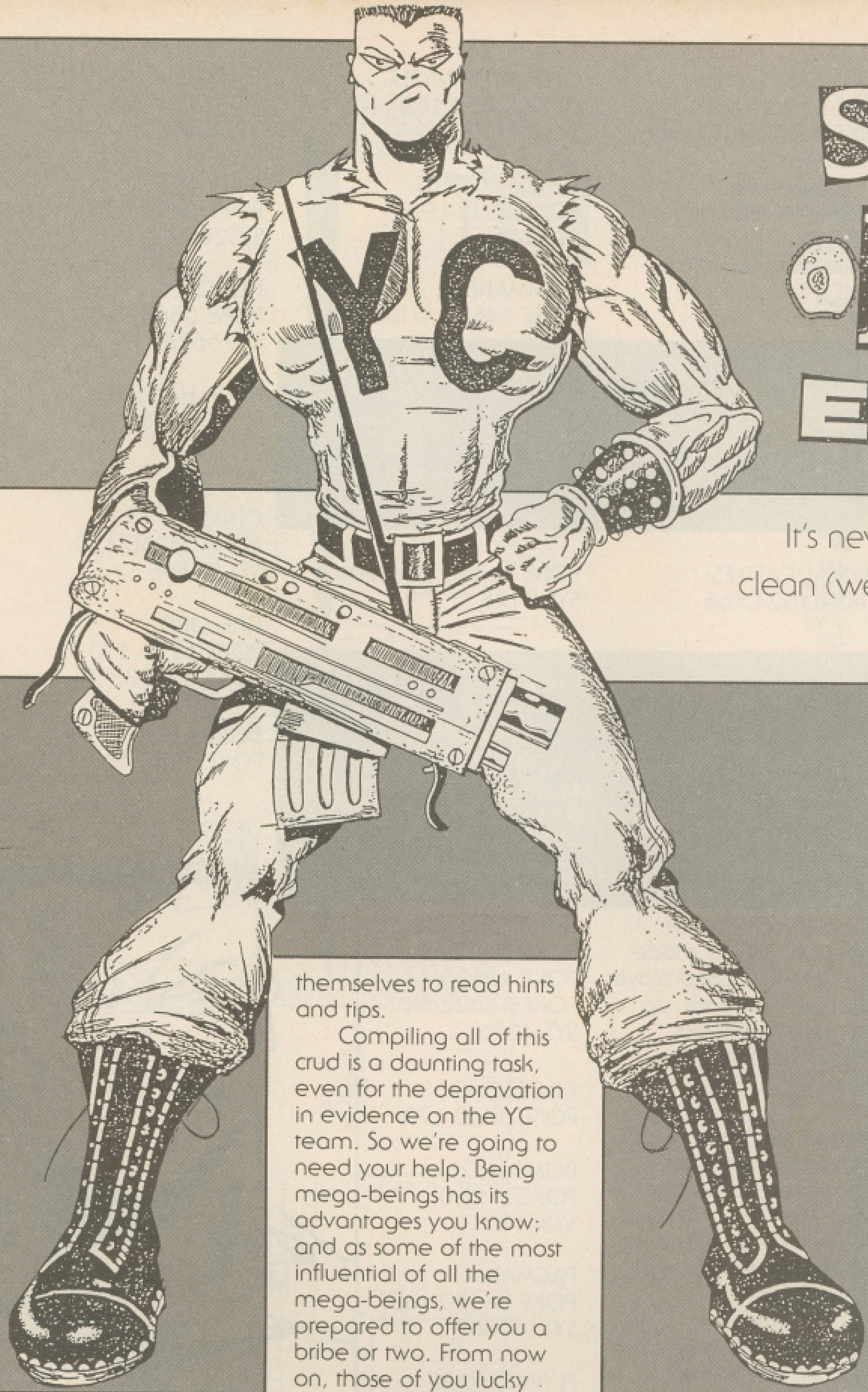
The YC Team from Left to Right: Boris, Gonad, Duckworth, Slytooth Daggerpickens, Joshua, Mogadon, Cornelius, Kintaro, DK!

The YC Labyrinthe team

RIK – GONAD THE HALF ORC WARRIOR
ASH – CORNELIUS THE GREY WIZARD
ADRIAN – BORIS THE WARRIOR
RAY – SLYTOOTH DAGGERPICKENS THE (WELL-COOKED) HOBBIT
KARL – KINTARO KUMASHI THE KENSAI
MARTIN #1 – MOGADON THE PURE PRIEST
MARTIN #2 – DUCKWORTH THE WARRIOR PRIEST
MARCUS – DK THE BESERKER
JOSHUA – JOSHUA THE WARRIOR PRIEST

SCUM OF THE EARTH

It's new, it's mean, it's squeaky clean (well, not really)! Get ready for even bigger tips



Greetings, slimers, and welcome to the darkest bowls of YC magazine. It's Oozin' Eugene here, King of Slime City. For all of you greasy whelps who can't stir themselves up to get anywhere in your computer games, we're starting up SCUM OF THE EARTH. These pages are for the total wimps who just are no good at games and have to lower themselves to read hints and tips.

Compiling all of this crud is a daunting task, even for the depravation in evidence on the YC team. So we're going to need your help. Being mega-beings has its advantages you know; and as some of the most influential of all the mega-beings, we're prepared to offer you a bribe or two. From now on, those of you lucky enough to become SCUM OF THE EARTH will receive all sorts of strange artifacts as a reward:-

BRIGHTLY COLOURED BADGES showing just how tacky a slimer you are
LARGE DECORATIVE T-SHIRTS to eat your diet of empty larger cans in
THE BEST SOFTWARE for you to get your teeth into
DAY TRIPS LIVE ROLEPLAYING when we can be bothered to organise it

and anything else we can imagine that such low down bums as you cheats out there would enjoy. So what, you may ask, do you, a mere mortal, have to do to join the SCUM OF THE EARTH? It's easy. Just send in as many hitns, tips, pokes, cheat modes, back doors or solutions as you can. Everything we print will be rewarded in some way or another, depending on how long it is, how well it's presented, and how slimy the crud that you send us really is. Don't expect the fame to be easy on you, though – all of those people running up to you in the street and asking for your autograph!

Get those snippets of slime down on paper, parchment or freshly removed human skin, and post them to this address:

**OOZIN' EUGENE'S
SCUM OF THE EARTH
YC MAGAZINE
ARGUS HOUSE
BOUNDARY WAY
HEMEL HEMPSTEAD
HERTS HP2 7ST**

And don't forget to put your name and address (unless you're too embarassed) on every piece you send in. Get to it, scum!

The award for the first ever SCUM OF THE EARTH goes to Jamie Sythes of Corsham, Wiltshire. Well done, you little slimer! Jamie says that he'd love a copy of BLOODWYCH. Too bad! You'll be getting a copy of CYBERBALL as well as a few other bits and pieces. This is what our James had to offer:-

For these pokes, you're going to need either a reset switch or a cartridge with a poke option. Press reset after loading, bung in the pokes and off you go!

MUNSTERS:
POKE 2176,3 speed
POKE 6422, 208 energy
SYS 2048

GHOSTS 'N' GOBLINS:
POKE 2240,0 time
POKE 3901,0 inf.time
POKE 7086,0 death
SYS 2128

OPERATION WOLF:
POKE33351,165
SYS 16963

GHOST BUSTERS:
POKE 38454,96
SYS 24567

COMMANDO:
POKE 14631, 0 lives

GAPLUS:
POKE32496,173
SYS4099

MADMIX:
POKE 3426,173
SYS2809

NEMESIS:
POKE 5868,255
SYS 5678

NINJA HAMSTER:
POKE 19480,173
SYS 16435

A couple of oldies there. Now, level codes for Bombazul:-

CODE:-	LEVEL:-	CODE:-	LEVEL:-	CODE:-	LEVEL:-
RACE	8	WEED	56	FIRE	104
RATT1	6	RING	64	LAMP	112
LISA	24	GIRL	72	TREE	120
IRON	40	GOLD	80	SINK	128
LEAD	48	SONG	96		

OINK:
POKE 31250,173
SYS 29696

And, a program for infinite time and energy in Robocop. Type in and run then load as normal.

CRYSTAL CASTLES:
POKE 41624,165
POKE 16423,96 speed
SYS 2128

FIRELORD:
POKE 5721,173
POKE 62303,173

BUBBLE BOBBLE;
POKE 1240,189

```
10 FOR X = 368 TO 438: READY: C = C+Y: POKEX,Y: NEXT
20 IFC = 8571 THEN POKE 157, 128: SYS 368
30 PRINT "DATA ERROR"
40 DATA 1,141,86,3,96,72,77,80,72,169,96,141,147,172
50 DATA 32,86,245,169,32,141,84,3,169,134,241,85,3,169
60 DATA 141,104,173,169,32,141,38,246,169,163,141,39,247,169
70 DATA 1,141,40,247,104,173,32,208,96,72,169,96,141,36
80 DATA 177,141,147,168,169,173,141,125,176,141,236,167,76,158,1
```

Thanks for your help, Nige. CYBERBALL and other scum are on their way to you at great expense to us!

Well, that's it for now, oh slimey ones. Keep the sludge pouring in. Many thanks to Nigel again for his maps of Robocop, level one is printed! Prizes, bribes or whatever, are on their way as you read this to the two lucky gits who produced these vile tips. May they grace you with their grossness!

OOZIN' EUGENE

POKE!

TO HELL AND BACK:
POKE 32483,173
SYS 30464

BOMBJACK II:
POKE 7053,200
SYS 3303

LIVING DAYLIGHTS:
POKE 4390,238
SYS 4352

An oldie for Gauntlet. Select two player mode and get the second player killed by the Death, do the same to the first player to get 9999 healthy.

Batman the Movie. Clear level one, do a reset. Load level two and get killed. Rewind to the start of level two and load. It will load again but with infinite lives.

Powerdrift. When going up a hill, stay in the middle of the road and you won't be hit.

Finally, Wizball. Type WIZBORE on the title paer for invisibility.

Next slimiest is NIGEL of Watford here in good old Hertfordshire. he also has pokes to offer:-

TIGER ROAD:
POKE5749,165
SYS14848

THUNDERBLADE:
POKE 8500,44
POKE 13135,44
POKE 13622,44
SYS 4096

DROPZONE:
POKE 3060,173

BOMB JACK:
POKE5112,0
SYS3101

PACMANIA:
POKE 28520,165
SYS14336

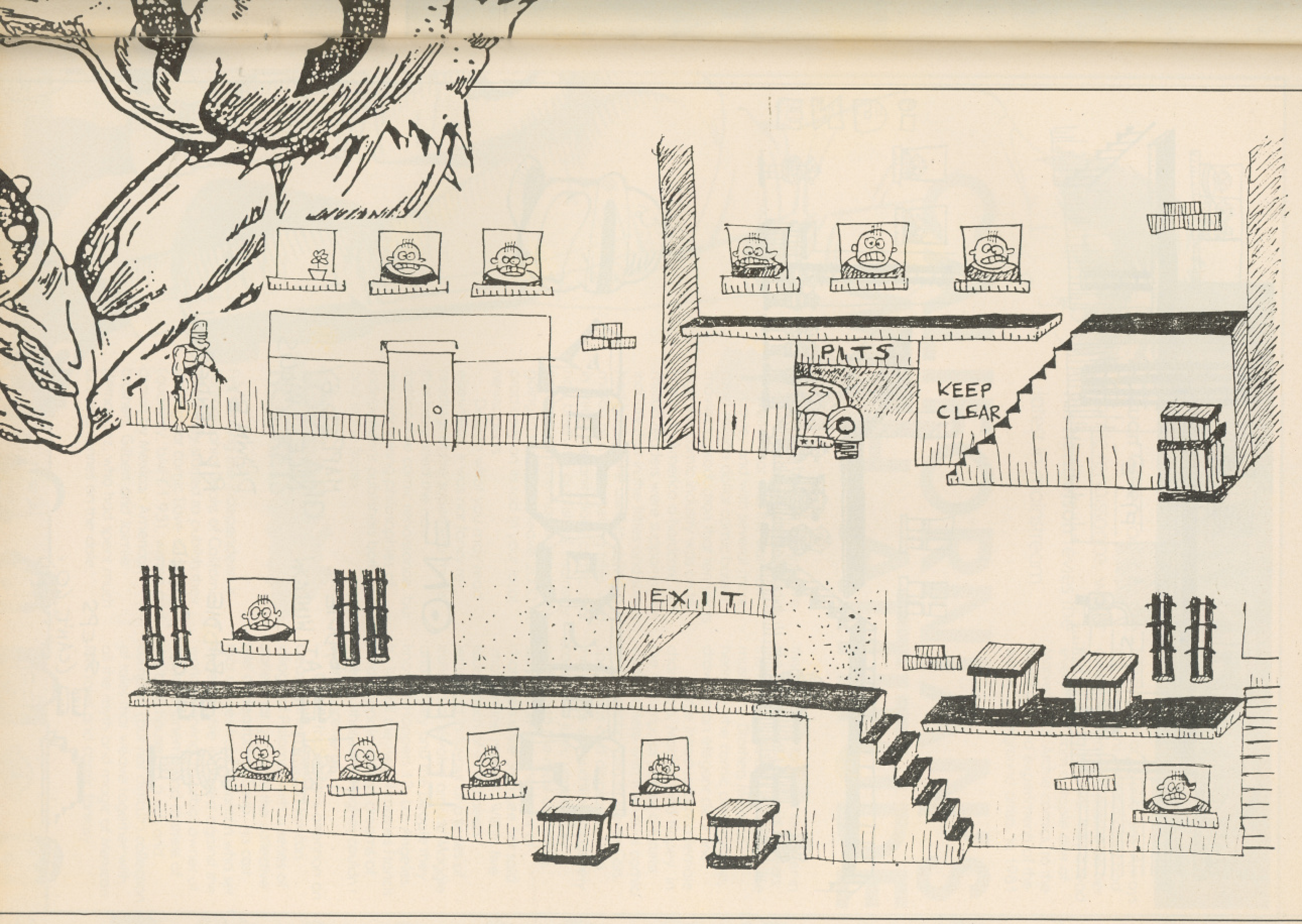
FLYING SHARK:
POKE 7929,173
SYS 2061

DRAGON NINJA:
POKE32890,0
POKE43123,0
SYS 32768

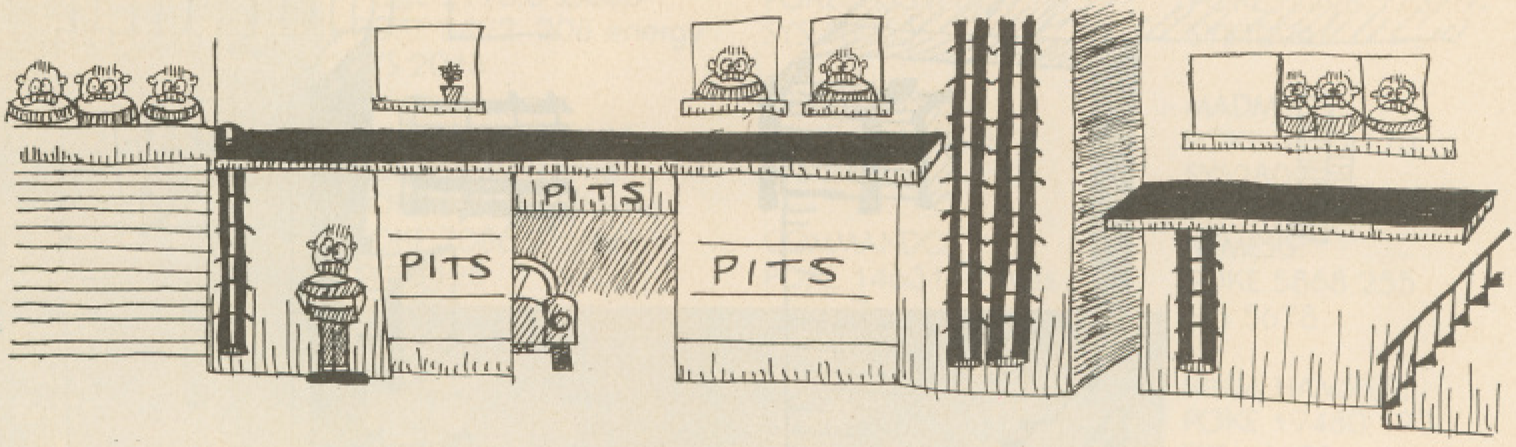
NINJA SCOOTER:
POKE 18480,173
SYS 29696

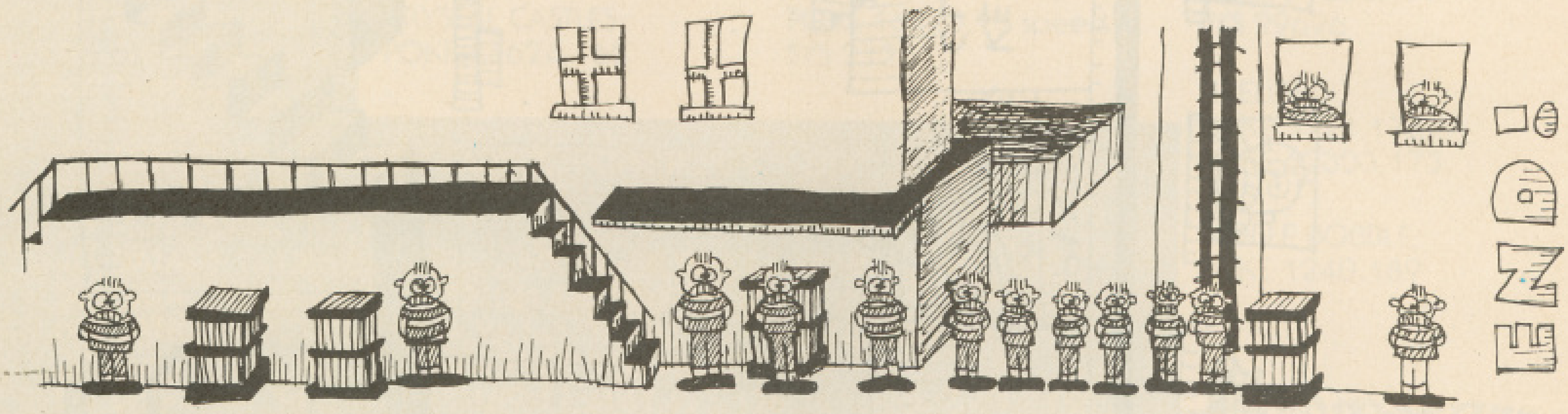
ELIDON:
POKE 2831,173
POKE 3849,173



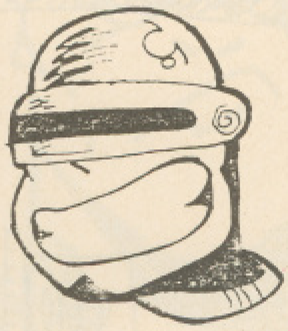


PITS
KEEP CLEAR
EXIT

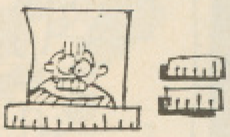


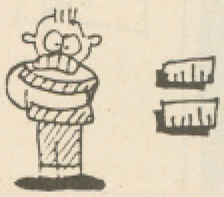


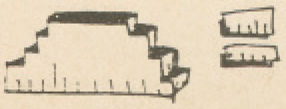
ROBOCOP



LEVEL ONE

 BADDIE AT WINDOW

 BADDIE ON GROUND

 STEPS (CAN'T GO UP THEM!)

MAPPED BY NIGEL VALLIS

DRAWN BY RIK HENDERSON

FLAME ON

Stuart Green looks at the comic renaissance, whilst **Rik Henderson** revies the latest in mainstream



CALIFORNIAN'S WITH ATTITUDE

It's hard to believe now, as we slowly recover from the media overkill that was the Batman movie, and with several more multi million dollar comic based movies in production that ten years ago the comic industry was on its knees. In America a hardcore half million readers were supporting an industry that in the fifties and sixties had been quite used to selling a million plus of top selling titles. And in Britain the anthology comic, that had been the publishers' mainstay since time immemorial was slowly going to the wall to leave 2000 AD practically on its tod in your local newsagents.

Despite what you may read elsewhere, it was not fancy re-readings of the superhero myths that kickstarted the now fashionable comic renaissance, but the pioneering philosophies of independent publishers both here and in the States.

LOVE AND ROCKETS

First among the independents is Fantagraphics Books of California. In 1982 they started to publish their first regular comic Love and Rockets (quarterly, b/w £1.95), written and drawn by Mexican American brothers, Gilbert and Jaimie Hernandez, who had spent much of the seventies on the dole, hanging out at LA pub gigs. Always big comic fans – their mother had collected them and passed on her enthusiasm to her sons, they'd read everything, from a staple diet of Marvel, DC's, Archie comics, to the more left field experiments of the sixties underground artists. In 1981 this all started to come together in the first issue of Love and Rockets; the local punks and punkettes; the music, the Brothers Mexican heritage, the comic dreamscape, drawn in an elegant clear line.

Jaimie introduced two female characters, Maggie and Hopey, in the title strip, as part of a futurist world replete with the usual comic/sci-fi paraphanalia of Hover Cars, Spaceships and dinosaurs. Even then it was so much imaginatively conceived junk, unnecessary padding to the most charming, sexy, smart-mouthed cast of characters since Stan Lee first said 'make mine marvel'. Within five issues much of it had been jettisoned in favour of a series of stories that revolve around Maggie and Hopey and the people they know in Hoppers 13, Los Angeles. It's like all the Rebel movies Francis Ford Coppola always dreams of making, that John Hughes couldn't even conceive of.

Gilbert focussed his attention on creating the mythical Mexican village of Palomar with a series of stories that go under the collective title of Heartbreak Soup. His cast, that ranges from Tonantzin who set herself on fire in protest against the world's starving, to Luba, owner of the local cinema and mistress of the bath house. It's a rich and complex (but not difficult) collection of tales that weave together with all the myth and magic of Mexican folk tales and comic fantasy.





NEAT STUFF

Then there is Jaimie 'Tank Girl' Hewlett, and Phillip 'Wired World' Bond's favourite comic *Neat Stuff* (quarterly, b/w), by Peter Bagge a humour comic that contains some of the funniest and most accurate comedy of the previous decade. Bagge concentrates his vision on the loonies who populate the Great American suburbs. For instance, The Bradleys: Mom, Pop, Buddy, Babs and Butch the all-American family; spiteful, small-minded, petty and hysterical. A picture of a group of people held together by nothing more than blood, they don't like each other at all. When they erupt, Bagge's cartooning does hallucinatory cartwheels, his characters distorting into hilarious visages of shark's teeth, and evil popping eyes.

SINNER

Sinner (quarterly, b/w £1.95) by Jose Munoz and Carlos Sampayo mines the more familiar territory of the private eye. Originally taking its cues from the hard boiled pulp of Raymond Chandler and Dashiell Hammett, Sinner has developed into an investigation of the Big City, any city, any place but New York. The deadbeats, the drunks, the panhandlers, the lost and the lonely, all get a look in as Alack Sinner tries to come to terms with his own devils as well as those of the city he loves to hate.

Love and Rockets graphic novels:
Mechanics by Jaimie Hernandez
Love and Rockets by Jaimie Hernandez
Heartbreak Soup by Gilbert Hernandez
Duck Feet by Gilbert Hernandez
Human Diasrpohism by Gilbert Hernandez

All Titan Books £5.95

From Sinner:

Joe's Bar (Titan Books £7.95) by Jose Munoz and Carlos Sampayo

Taken from Neat Stuff:

The Bradleys (Fantagraphics Books £6.50) by Peter Bagge
Studs Kirby (Fantagraphics Books £6.50) by Peter Bagge

DA REVIEW BIT

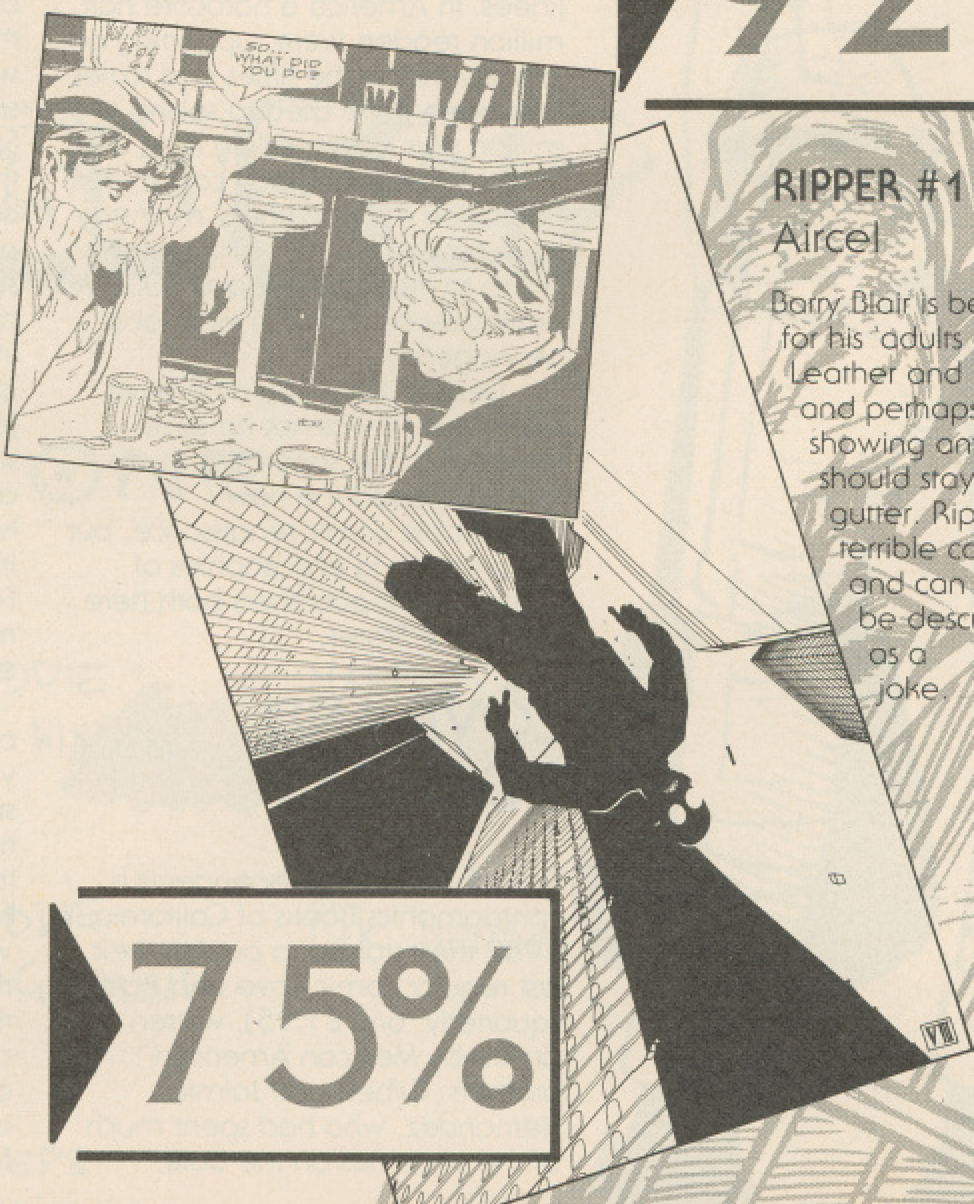
NIGHT BREED #1
Epic Comics

This is an adaptation of the forecoming horror shocker from Clive Barker, and if rumours are true, it seems as if the comic may do better than the movie itself. This is a shame though, because the film looks as if it could be truly stunning, whereas John Wagner, Alan Grant, and Jim Baikie's version falls very short of the mark we have come to expect from comics with Mr. Barker's name attached.

It's not as if it's bad, just when compared to some truly horrific tales, like Hellblazer and Sandman, Night Breed owes far too much to the gore aspect than the ability to shock the mind. Also Jim Baikie's artwork does not lend itself to this side of the comic industry.

Not so much as let down, more a third buy after Hellblazer and Sandman.

RH



75%

A1 #3
Atomeka Press

Being edited by two of the industry's most respected comic strip artists, Garry Leach and Dave Elliott, there is can be no doubt that the quality inside this compilation of short strips will be very high indeed.

There are strips inside from such upstanding members of the trade as John Bolton, Eddie Campbell, and Glenn Fabry, but the whole issue, for me, is made by a truly excellent Bojeffries by Alan Moore and Steve Parkhouse, it is everything that mature comic strip humour should be. The Brian Bolland Actress and the Bishop is also by far one of his best pieces of work since his old days on Judge Dredd.

Maybe a tad expensive at £3.50, but by far the best way of acclimatising yourself towards todays growing new wave style of stories.

RH

92%

RIPPER #1
Aircel

Barry Blair is best known for his 'adults only' title Leather and Lace, and perhaps, on this showing anyway, he should stay in the gutter. Ripper is a terrible comic and can only be described as a joke.

See if you can imagine the idea behind this: A guy has someone very close to him murdered by street punks (in a rather brutal fashion), so he donnes a dark leather/PVC outfit, together with cowl, and vowes revenge on the scum who have done this deed. Now if that reminds you of a slightly more well-known dark knight, then you may be pleased to know that the similarity ends there. I said 'may be' because instead of leaving criminals tied up for the police, this 'hero' hacks, chops, slashes and maims his way through a plethora of sadly stereotypical black youths, until you throw down the comic retching.
RH



12%

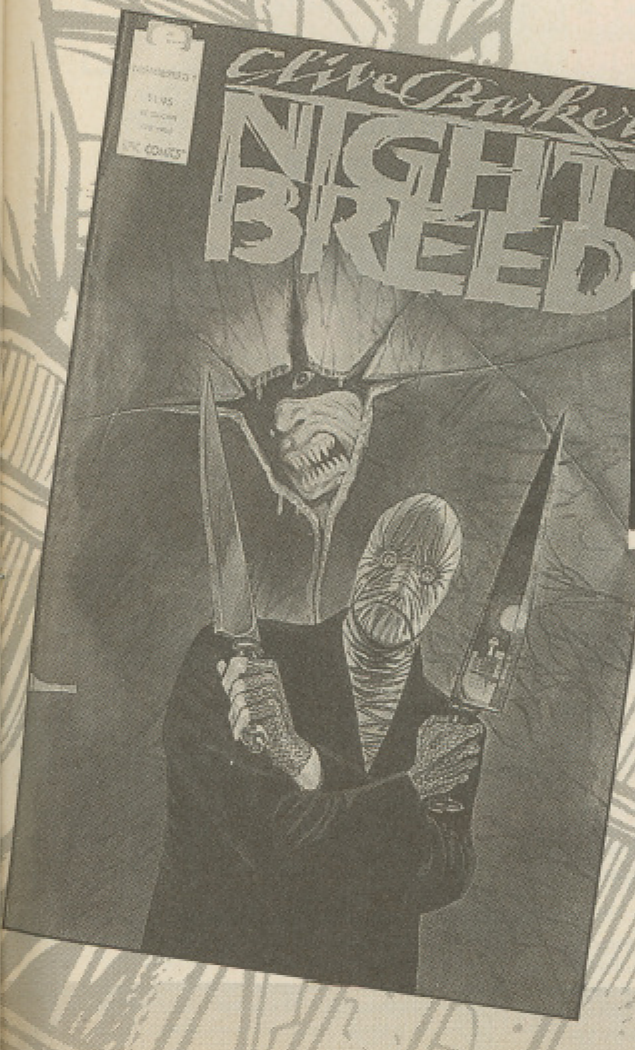
MISTER X #7
Vortex Comics

Mister X is an acquired taste, but once found you find that it is a very succulent morsel indeed. It is one of the most abstract comics in todays market, but this should not be seen as a damning comment, it's uncannily as easy to follow as, say, the latest Spiderman epic.

The artwork is in a striking form of mono, and pencilled by D'Israeli, best known for his work on Timulo in Deadline. And this latest issue starts a new story where the bespectacled being gets to meet his maker.

I've never really had the desire to come across Mister X before, but now that I have, I feel that my head has been doused in the waters of enlightenment. I have converted and will Superman's underwear ever look the same to me again?
RH





91%

STALKERS #1
Epic Comics

There's this group of SAS style enforcers who not only had troubles with their battles against terrorists and the like, but also inner conflicts within themselves. Now I can't help feeling that this is as original as the Turin shourd, it seems to me that Epic (a subsidiary of publishing giant Marvel) is trying to cash in on the violence/Punisher boom (Boom with a capital Oom). There is nigh on blood from cover to cover, and although the artwork looks like a cross between Klaus Janson and Bill Sienkiewicz, there seems to be no intention to make this of Epic Comics usually high quality.
RH

All Comics supplied by Calamity Comics, 160 Station Road, Harrow, HA1 2RH.

56%

DATEL ELECTRONICS

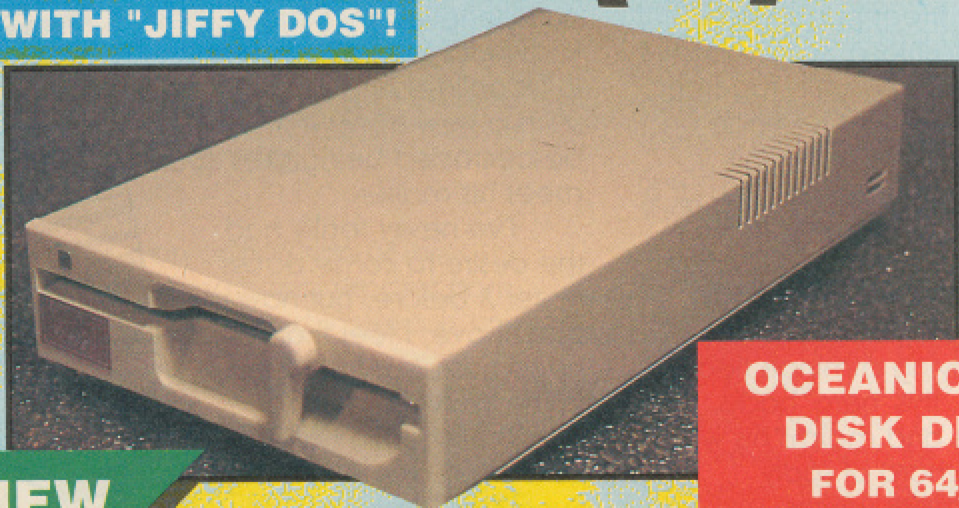
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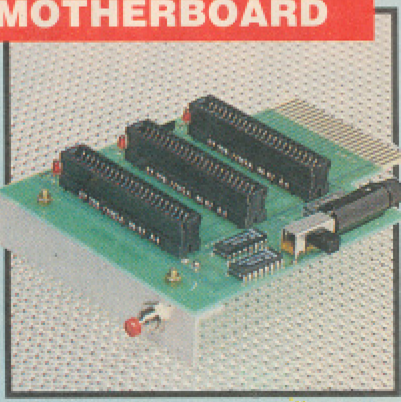


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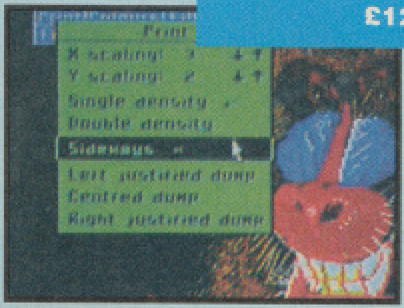
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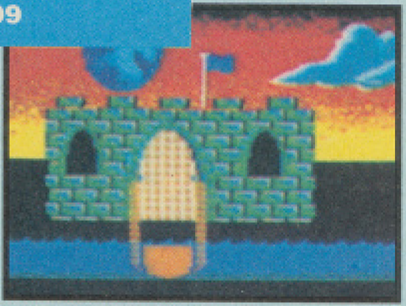






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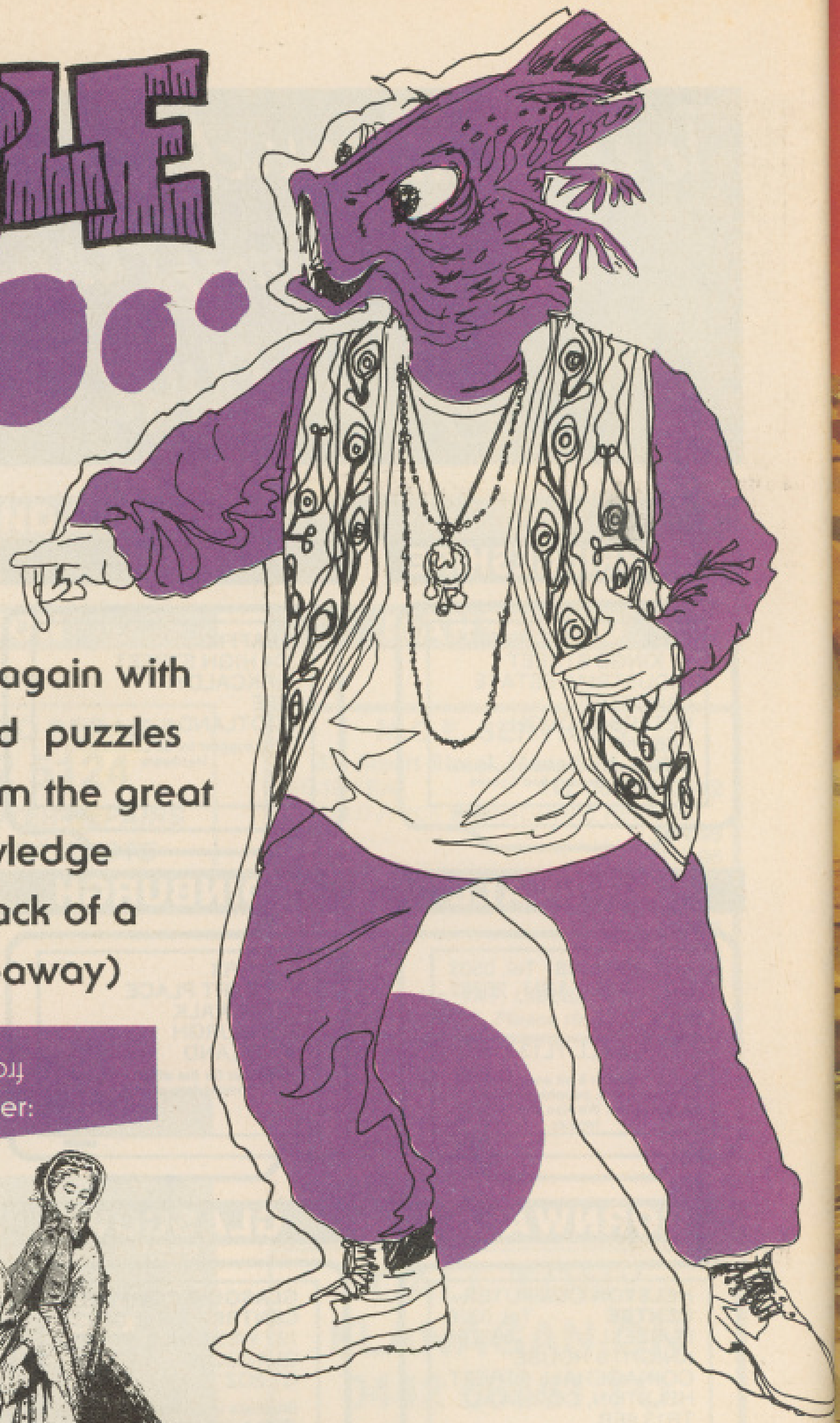
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THE PURPLE PUZZLE PAGE!



Here I gloop again with more splendid puzzles and jokes from the great bowl of knowledge (round the back of a Chinese take-away)

What do you get if you hit a fish with a mallet?
A rather messy mallet!

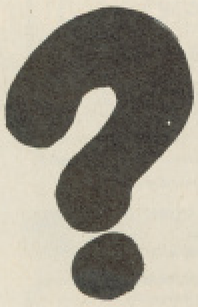
Join Up the Dot

Can you join up the dot to find a rather famous creature?

Answer: A flea (or an elephant from a very long distance)

Spot the difference

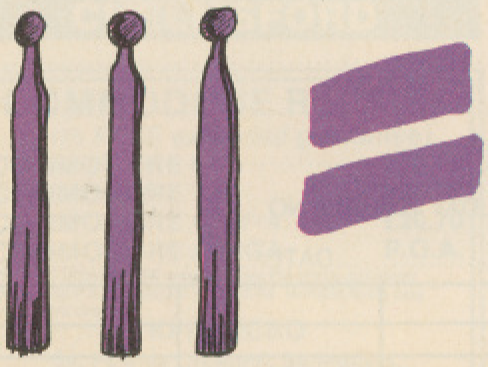






Can you spot the differences in the two pictures above!

There are three matchsticks, can you rearrange them so that they look like the Mona Lisa?





Answer: Nope, we couldn't either!

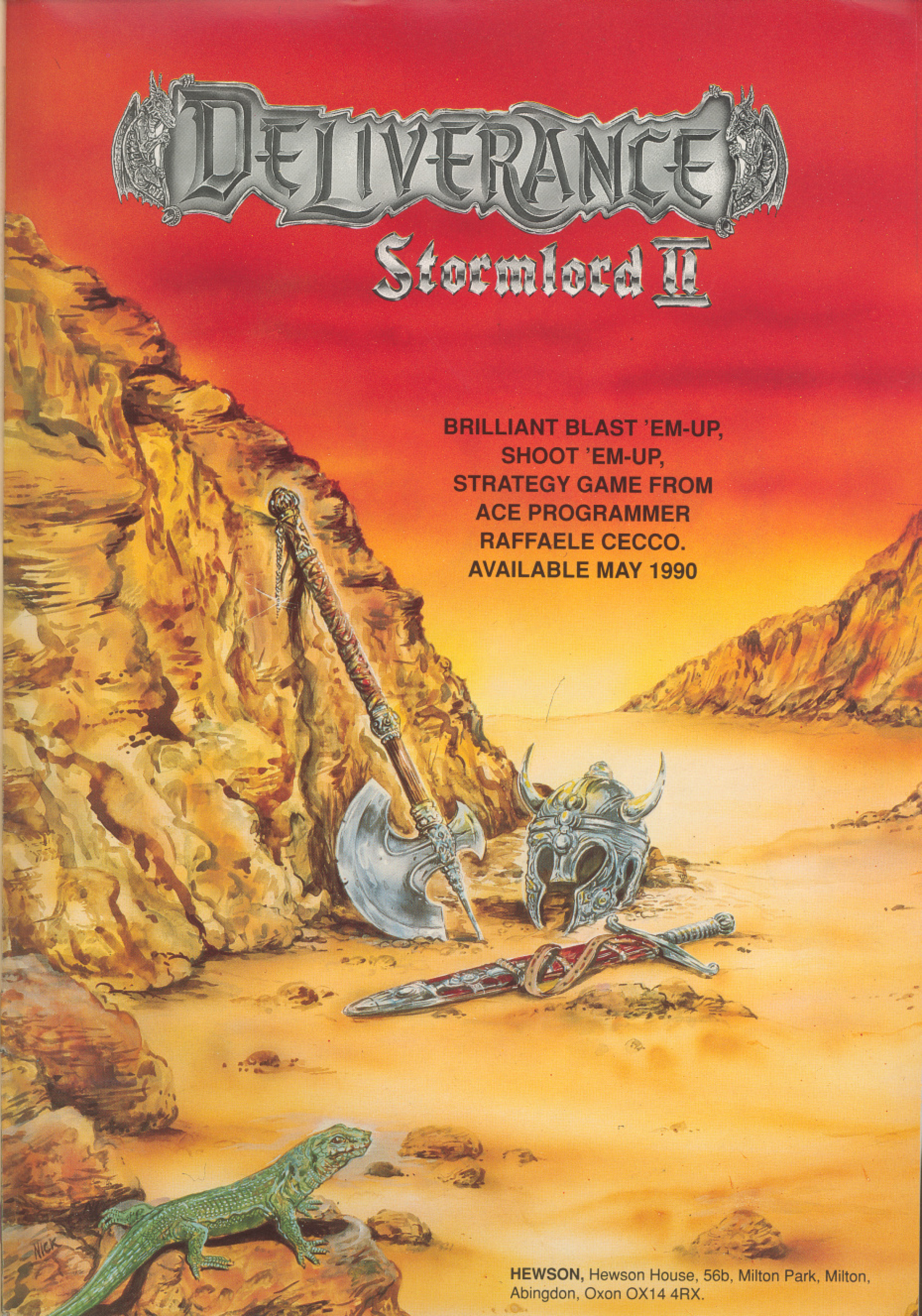
Why did the chip shop fish have to give up boxing?
He was battered!

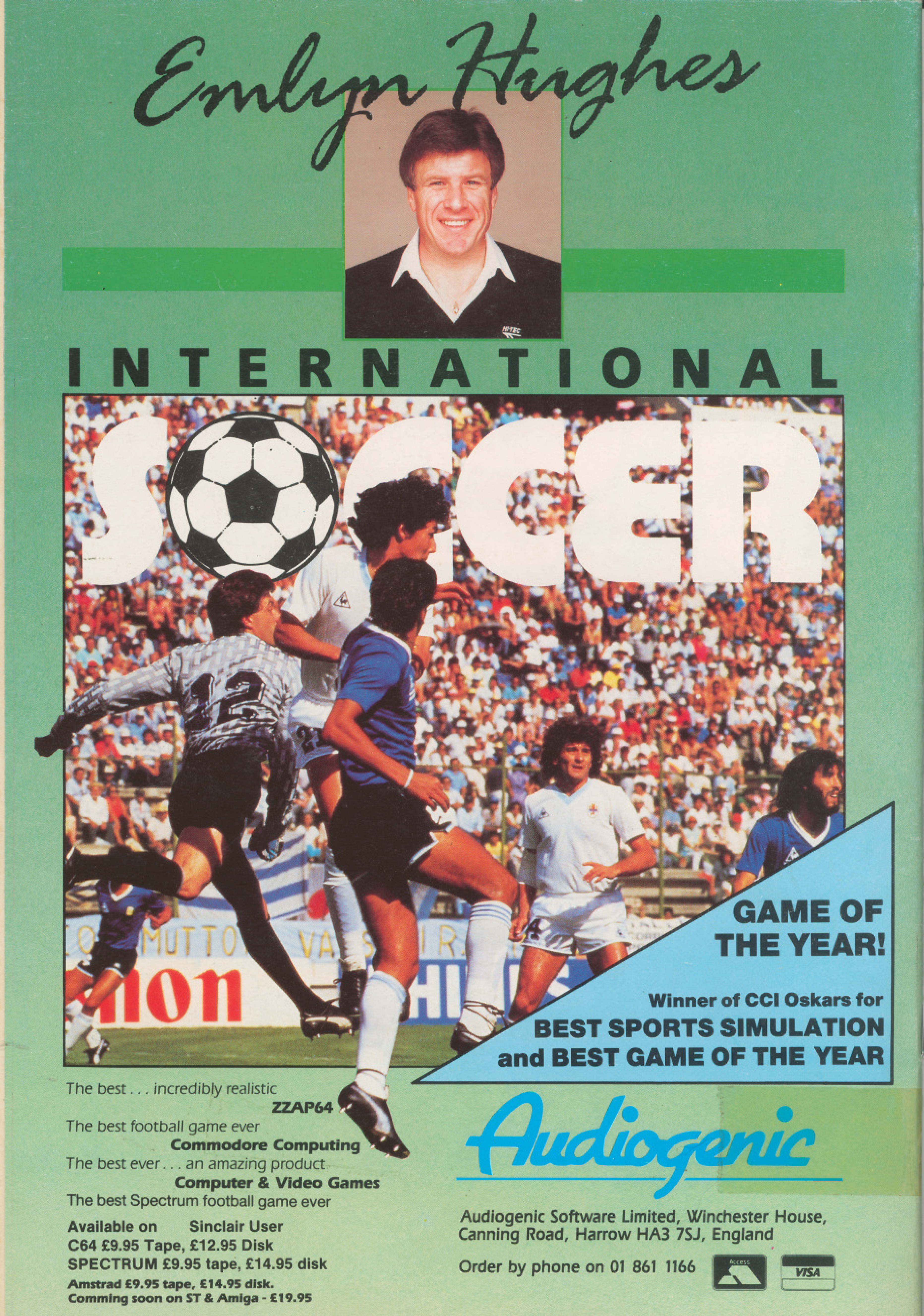
Billy was sent to the shops by his mother to buy a loaf of bread, a pint of milk, a large tin of biscuits and a bottle of fairy liquid, but when he got there he had lost the shopping list. What did he get?

Answer: A thick ear when he got home!

What's the difference between a cat and Judge Pickles?
One licks it's paws, the other picks his laws!

More fun and frolics next month!!!


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